TRICKS & STRATEGIES FOR PS ONE AND PS2 | Ready 2 Rumble Round 2, Final Fantasy IX, Tony Hawk's Pro Skater 2

ZIFF DAVIS

February 2001
ISSUE 41

OFFICIAL U.S. PlayStation MAGAZINE

PlayStation

OVER 40 PS2 PREVIEWS

- Silent Hill 2
- Devil May Cry
- Rayman Revolution
- Ace Combat 4
- Star Wars Episode I: Starfighter
- Shadow of Destiny
- Dark Cloud

From the Mind of
Hideo Kojima
the Man Behind
Metal Gear Solid

Z.O.E.
ZONE OF THE ENDERS

ALL-NEW METAL GEAR SOLID 2 SCREENS

OVER 45 REVIEWS INCLUDING TOMB RAIDER CHRONICLES

2001: YEAR OF THE VIDEOGAME MOVIE

PLAYABLE DEMO DISC | Star Wars: Demolition • Crash Bash
Cool Boarders 2001 • Spyro: Year of the Dragon
You Don't Know Jack Mock 2

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Weather

Today's temperatures and forecasts across the nation.

c	cloudy	sf	snow flurries	sn	snow
pc	partly cloudy	sh	showers	t	thunderstorms
r	rain	s	sun	hw	high winds

°Fahrenheit

Below 10	10s	20s	30s	40s	50s	60s	70s	80s	90s	100s

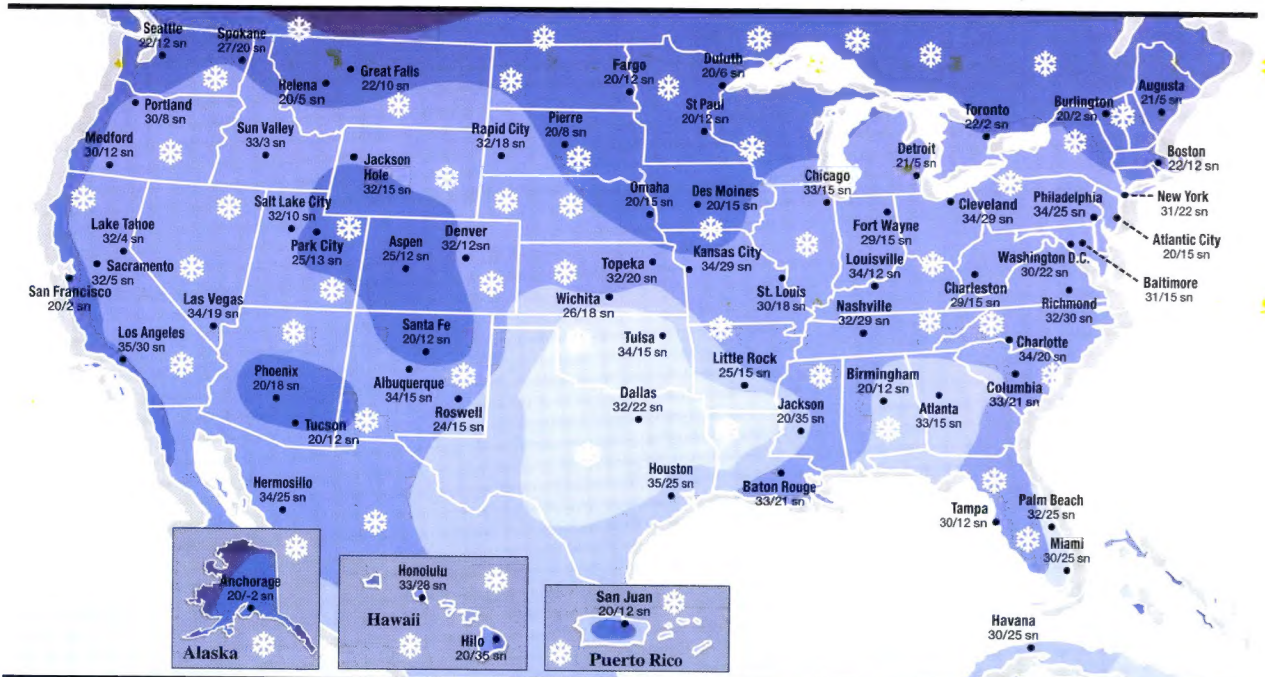
°Fahrenheit	10	20	30	40	50	60	70	80	90	100
°Celcius	-12	-7	-1	4	10	16	21	27	32	38

What are we going to do with all this snow?

A better question is, what aren't you going to do? Grab your snowboard and fly down the slopes. Get ozone-high air out of the half-pipe. Tweak the laws of gravity. The possibilities are wide open. As is every available lift in North America.

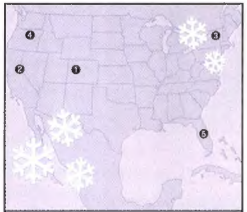
Ask the Weatherman

Send your questions to: Weather Editor Doug Mukai, doug@weathertrib.com. Or write to: Ask the Weatherman / TRIBUNE, 1200 White Ave., Kirkston, VA 22229



Atlanta	Baltimore	Boston	Charlotte	Chicago	Cleveland	Detroit	Houston	Kansas City	Los Angeles
Snow 33/15	**Snow** 31/15	**Snow** 22/12	**Snow** 34/20	**Snow** 33/15	**Snow** 34/29	**Snow** 21/5	**Snow** 35/25	**Snow** 34/29	**Snow** 35/30
Tuesday: Snow 33/15	**Tuesday:** Snow 42/31	**Tuesday:** Snow 20/8	**Tuesday:** Snow 20/12	**Tuesday:** Snow 20/18	**Tuesday:** Snow 27/18	**Tuesday:** Snow 30/18	**Tuesday:** Snow 42/32	**Tuesday:** Snow 39/30	**Tuesday:** Snow 40/22
Wednesday: Snow 33/15	**Wednesday:** Snow 41/35	**Wednesday:** Snow 22/10	**Wednesday:** Snow 20/8	**Wednesday:** Snow 22/5	**Wednesday:** Snow 25/11	**Wednesday:** Snow 34/22	**Wednesday:** Snow 44/31	**Wednesday:** Snow 38/12	**Wednesday:** Snow 44/31
SQI: Icy	SQI: Fresh Powder	SQI: Fresh Powder	SQI: Icy	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder	SQI: Fresh Powder	SQI: Fresh Powder	SQI: Fresh Powder

Nashville	New York	Philadelphia	Phoenix	Portland	Salt Lake City	San Francisco	St. Louis	Tampa	Washington D.C.
Snow 32/29	**Snow** 31/22	**Snow** 34/25	**Snow** 20/18	**Snow** 30/8	**Snow** 32/10	**Snow** 20/2	**Snow** 30/18	**Snow** 30/12	**Snow** 30/22
Tuesday: Snow 28/17	**Tuesday:** Snow 35/25	**Tuesday:** Snow 30/25	**Tuesday:** Snow 32/15	**Tuesday:** Snow 25/12	**Tuesday:** Snow 27/18	**Tuesday:** Snow 18/4	**Tuesday:** Snow 28/16	**Tuesday:** Snow 20/2	**Tuesday:** Snow 33/15
Wednesday: Snow 24/18	**Wednesday:** Snow 34/20	**Wednesday:** Snow 33/25	**Wednesday:** Snow 32/14	**Wednesday:** Snow 26/12	**Wednesday:** Snow 24/14	**Wednesday:** Snow 12/2	**Wednesday:** Snow 24/12	**Wednesday:** Snow 24/6	**Wednesday:** Snow 29/2
SQI: Hard Pack	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder	SQI: Icy	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder



HIGHEST SNOWFALL AMOUNTS LAST 24 HOURS

Weekend sports weather

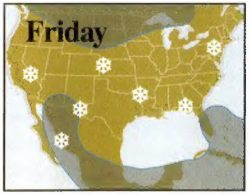

Jones

Blizzards in the Pacific Northwest could hamper snowboarders Kevin Jones and Tara Dakides as they defend their titles at the Mt. Hood Pro Invitational...For the third straight week, football stadium attendance will be significantly lower due to heavy snow... Record crowds should continue at mountain resorts nationwide.


Dakides

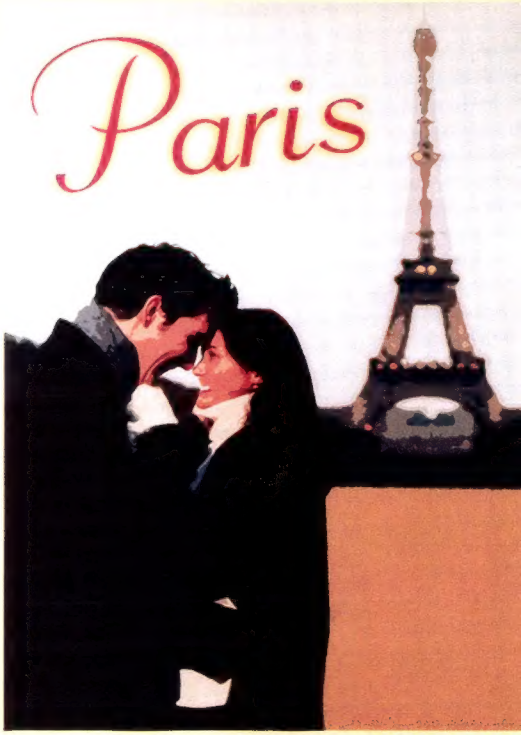
TODAY'S SNOW QUALITY INDEX (SQI)

Powder: A perfect time to use a sick day.	**Hard Pack:** A prime opportunity to work on your half-pipe prowess.	**Icy:** A bad day riding still beats a great day working.



Today through Sunday outlook: Mostly awesome amounts of up-to-your-ears fresh powder. East, west, north, south and everywhere in between. No end in sight. Is your board waxed?


HAWAII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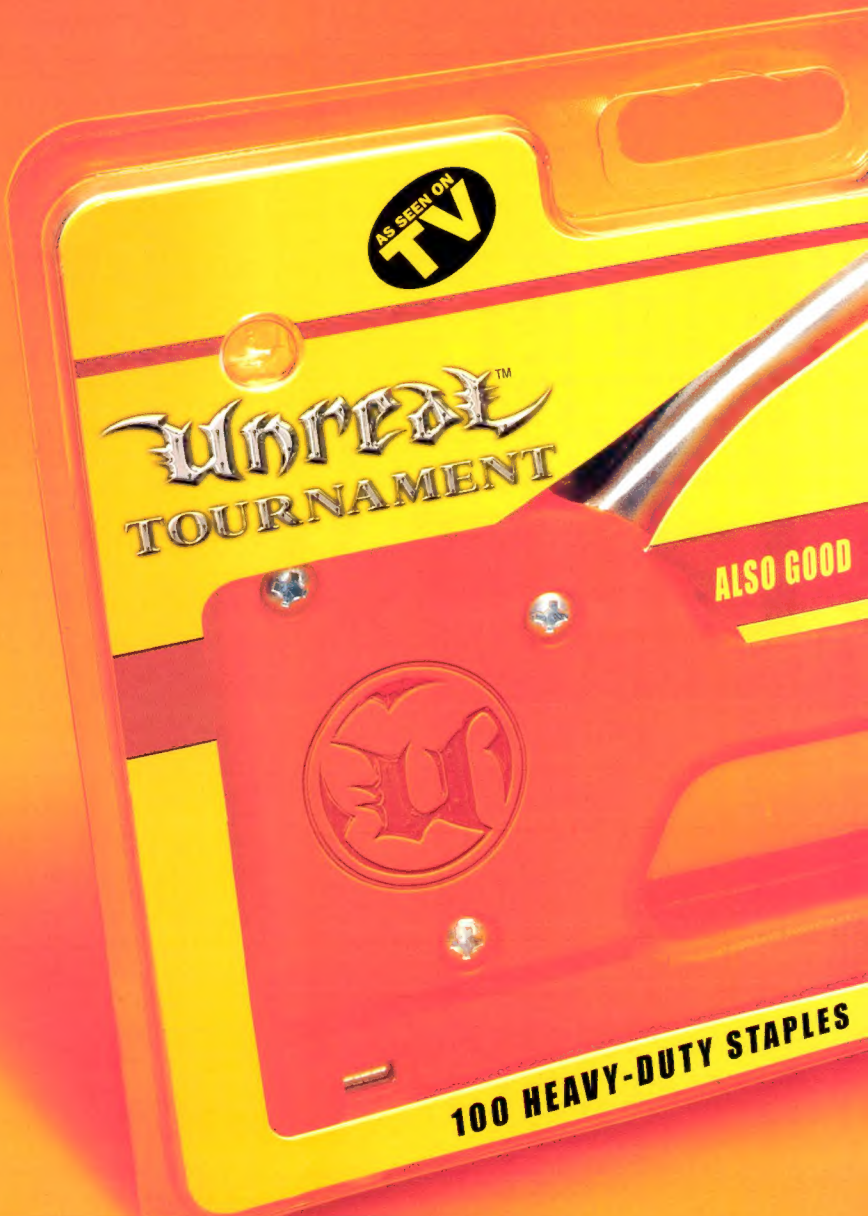

MATURE M 17+ CONTENT RATED BY ESRB

Animated Violence
Animated Blood and Gore

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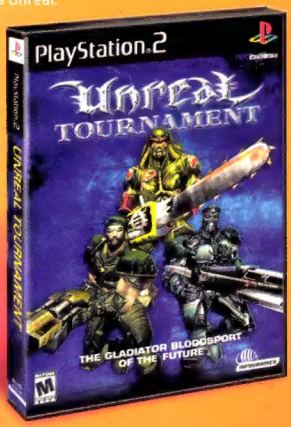

Unreal™ Tournament's fast and furious, single and multiplayer experience comes to life on PlayStation®2 computer entertainment system and Sega Dreamcast.™ Lead your team of virtual teammates against the deadliest gladiators in the galaxy. Mind-blowing realistic 3D graphics. High-octane gameplay. Totally Unreal combat action. Just be sure not to lose your head.

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OFFICIAL U.S. PlayStation MAGAZINE

About our contributors

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Our media guy has written music reviews and features for the *Chicago Sun-Times*, *The San Diego Tribune*, *New City* magazine and the *Fresno Bee*. He also runs gamedad.com.
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www.elecplay.com

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PENNY ARCADE
The finest cartoonists the games industry has ever seen have a home here in the *Official U.S. PlayStation Magazine* each month. Check out the regular updates on their Web site:
www.pennyarcade.com

YUTAKA OHBUCHI
Our Japanese correspondent is frequently responsible for some of the more bizarre international coverage in the magazine. This month, though, he brings us behind-the-scenes information for our exclusive cover story.

Official U.S. PlayStation Magazine Mission Statement

The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine (OPM)* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

COVER STORIES THIS MONTH

Z.O.E. • 76

This is one that really has to be seen to be believed. Don't let the fact that it's essentially a big robot game put you off. This is big robot gaming from the mind of Metal Gear creator Hideo Kojima. Certainly one of the most exciting games we've ever seen—and it plays like an absolute dream.

2001: YEAR OF THE VIDEO GAME MOVIE • 24

Two of the year's surefire blockbuster movies are based on video game franchises. Both *Final Fantasy: The Spirits Within* and *Tomb Raider: The Movie* will be in theaters this summer. Check out cool new pix of both.

ALL-NEW METAL GEAR SOLID 2 SCREENS • 62

Always an event, Konami has recently released a host of new Metal Gear shots, PLUS we've been lucky enough to see the thing in motion. And yes, it really does look as good as you'd hope.

OVER 40 PS2 PREVIEWS • 52

2001 is going to be such a fantastic year for PS2 games, and we've got cool screens for the first batch. Make sure you check out Silent Hill 2 to get a glimpse of the future of the survival horror genre.

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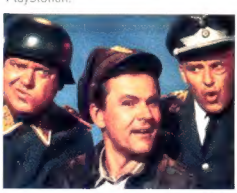
John Davison
Editor in Chief

Oooooooh!

Our office in San Francisco shares space with our sales and marketing department as well as with some of the "higher-ups" at our company. As you can probably imagine, there's an eclectic mix of people working there with varying tastes and degrees of appreciation for the video gaming art. There's a huge Sony WEGA TV in the demo room in the middle of the office, and we can often be found crowded around it playing the latest games. It's not often that the whole office is compelled to come in and take a look. When we got our hands on an exclusive playable copy of Z.O.E. in the office this month though, everyone came to gawk. It's a bona-fide head-turner, a real show-stopper...it's gob-smacking. Normally I wouldn't think that the idiosyncratic Japanese "big robot" game could be so appealing, but Z.O.E. clearly has what it takes. Everyone who saw it stopped in their tracks and was itching to pick up the joypad and try it. Not only does it look fabulous with its spectacular pyrotechnics and gloriously smooth images, but it's also a dream to play. The entire office was transfixed immediately. It's compelling, intuitive and rewarding. What more could you possibly want? Believe us...no matter how excited we seem about Z.O.E., we'll be even more so when it comes out in March.

DEPARTMENTS



Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up. E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

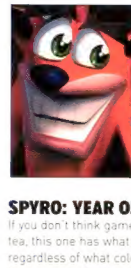
MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings. Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

WWW.ESRB.COM

DEMO DISC THIS MONTH

PLAYABLE DEMOS



CRASH BASH EVERYONE

Crash and his most competitive buds are hopping into a party game and you're invited. Jump up and dust off that multitap and invite three buddies over for Crash's last party on the PS one. The game features 30 different mini-games, but you'll have access to three of them: Pogo Painter, Polar Panic and Pogo-A-Gogo.

SPYRO: YEAR OF THE DRAGON EVERYONE

If you don't think games with little cutesy purple dragons are your cup of tea, this one has what it takes to prove you wrong. Spyro is a blast, regardless of what color the fearless hero might happen to be. Give it a floor run—we bet it will surprise you.

STAR WARS DEMOLITION TEEN

How many times have you found yourself daydreaming of heading out in a landspeeder and blasting away at a rocket pack-equipped Boba Fett? Don't be ashamed! So have we. Here's a game where Vigilante 8 meets Yavin 4—and you're invited to the shoot-'em-up.

COOL BOARDERS 2001 EVERYONE

What's finer than cruising down the white bunny slopes of some gargantuan mountain? Yes, with January's marmoreal freeze here to keep everyone indoors, what better way to act like you're out snowboarding than whipping out a PlayStation controller and getting to it.

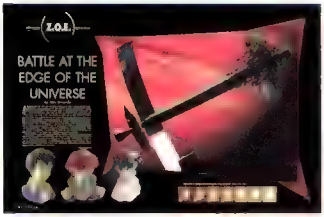
MORT THE CHICKEN EVERYONE

There are chicken games and there are poultry games. We're not exactly sure which this is, though the argument is raging around the office. Regardless, Mort's a charming chicken who clucks around while you lead the way. You'll laugh, you'll cry. All because of Mort.

YOU DON'T KNOW JACK MOCK 2 TEEN

Many a PS one owner has intimate knowledge of the YDKJ series, and for good reason. It's great. While this demo only features five questions in the new style, you'll probably miss the old announcing standby, Raoul. We think he's off being a missionary in India. Who can blame him?

SPECIAL FEATURES



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[illegible]

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[illegible]

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[illegible]

PREVIEWS

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PLAYSTATION

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Each year, the hard-workin' editors of *Electronic Gaming Monthly* create special-edition magazines such as the *Video Game Buyer's Guide, Pocket Games* or *DCM* the *Unofficial Dreamcast Magazine.* These magazines can only be found on the newsstands or through back order. Look for a new issue of *Pocket Games* near Christmastime at Babbages, Software Etc., Barnes & Noble, Wal•Mart, K-Mart, Walden Books, Target, Borders, B. Dalton and many supermarkets and drugstores near you!

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PlayStation®2

Q-Ball

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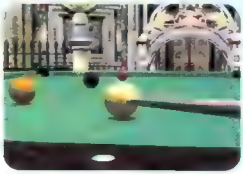
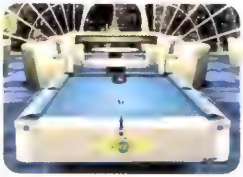
Master the techniques used by the pros!



The most beautiful pool halls in the world!



9 modes of play, plus 3 hidden pool games!

Next Month's Demo Disc

Playables:
Hot Shots Golf 2, Disney's Tarzan, Grind Session, CTR Crash Team Racing

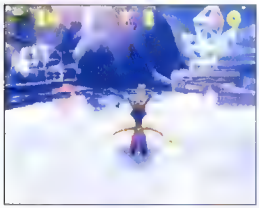
Non-Playables:
ATV Offroad Fury, Fear Effect 2, Soul Reaver 2

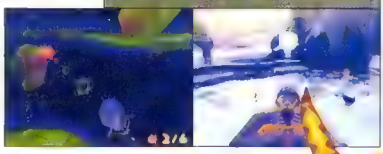
Spyro: Year of the Dragon

What is it?
Excellent question! Spyro: Year of the Dragon is the third and final PS one installment of one of the most popular 3D action games to appear on the gray one. (Second only to Crash Bandicoot.) You assume the role of a young dragon named Spyro, who's charged with rescuing kidnapped baby dragons.

How does it play?
Another fantastic quest or... This new demo has three completely new levels to explore: two as Spyro, and one as Agent 9. Surely by the end of this demo you'll want to buy the game?

The first level has [illegible] a winter level (a requisite, it seems, for 3D platformers). Throughout the [illegible] TNT boxes, or [illegible] any unsuspecting bad [illegible] pick off the Rynocks and birds, [illegible] the Square button and maneuvering your target-ing circle over [illegible] deactivate the [illegible] These last guys are tough as they fire on you as soon as you throw your bomb. Rid the island of the bad guys and you'll get a baby dragon as a [illegible]





ONE PING ONLY

That mention of Sean Connery over there is no accident. Fans of the legendary Scottish actor will remember his role as a voice-actor in the movie *Dragonheart*. Is there a connection here? Was Connery in line to provide Spyro's voice? Is the submarine level a tribute to the classic *The Hunt For Red October*? Probably not—but we just needed something to write this sidebar about.

△ CAMERA	L1 CAMERA
□ CHARGE	L2 ROTATE CAMERA
○ FLAME	R1 CAMERA
✕ JUMP	R2 ROTATE CAMERA

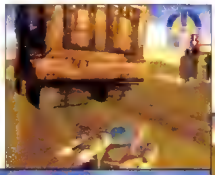
PLAYERS: 1 • AVAILABILITY: NOW • DEVELOPER: INSOMNIAC • PUBLISHER: SONY CEA • GENRE: ACTION

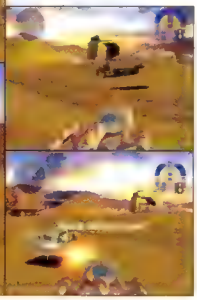
Star Wars Demolition

We know that it's no Starfighter. Heck, this ain't even Super Bombad Racing. But until those games are released (and believe us, we can't wait), [illegible] yourself over with some Vigilante 8-inspired action in the form of Star Wars Demolition.

Pick either Luke's X-34 Landspeeder or the Desert Skiff and battle it out on the rough, sandy terrain of Tatooine. Charge up your weapons using the right shoulder buttons, and remember to regenerate your [illegible] we suspect that they want you to buy the full game.

So what do we think of this one? Check out this month's review section for our take, and [illegible] whether or not you agree with the [illegible] man's review stylings.





△ NOT USED	L1 CHARGE
□ BRAKE	L2 SECONDARY
○ NOT USED	R1 CHARGE
✕ ACCELERATE	R2 PRIMARY

PLAYERS: 1-2 • AVAILABILITY: NOW • DEVELOPER: LUXOFLUX • PUBLISHER: LUCASARTS • GENRE: ACTION

A SPECIAL MOVIE AT ATAT

Just in case you missed it last time (and judging by the incorrect URL we printed, most of you probably did), a special movie can be found at **www.raverpants.com/skip/atat.mpg** demonstrating some real Star Wars demolition work. Look for a special-edition rerelease commemorating the one-year anniversary of the film coming soon...

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Get big air and pull off sick stunts as you go for the checkered flag. Complete with real bike physics and real race strategies, you can test your riding skills in all the different disciplines of motorcycle racing. From supercross to motocross, from freestyle to traffic, Moto Racer World Tour's simulation of the bike's handling makes for the most realistic riding experience. Take turns just right, and it's like peanut butter to the roof of your mouth. Pull up lame and the only trophy you're going home with is a bad case of road rash.

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Rev up the throttle and tear it up on 18 of the world's most famous circuits, including Suzuka, the Stade de France and Britain's Isle of Man.

Choose and even customize any of the 34 different motorcycles available. Fitted with independent front and rear suspension for the truest riding sensation, you'll get a real feel for the track, especially when you meet it face first.

You have total control of the bike, even when it's airborne, so you can pull off all the nasty tricks, from can-cans to superman. And TV quality replays of the race will prove who's tame and who's insane. Once you get it in gear, compete in different championship seasons, and you'll open up new hidden levels if you win.

With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

HANG ON FOR DEAR LIFE.

So Real, It Almost Hurts.

IN STORES NOVEMBER 2000

PlayStation

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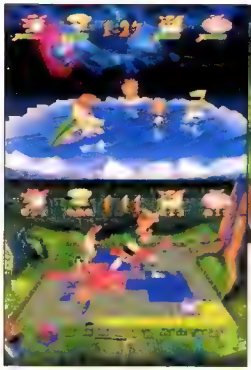

Crash Bash

△ NOT USED	L1 NOT USED
□ MISSILE/CHARGE	L2 NOT USED
○ NOT USED	R1 NOT USED
✕ NOT USED	R2 NOT USED

PLAYERS 1-4 • AVAILABILITY NOW • DEVELOPER EUROCOM • PUBLISHER SONY CEA • GENRE ACTION

Mort the Chicken

Cool Boarders 2001

△ GRIND	L1 SPECIALS
□ GRABS	L2 SPIN
○ FLIPS	R1 SPECIALS
✕ JUMP	R2 SPIN

PLAYERS 1 • AVAILABILITY NOW • DEVELOPER 989 STUDIOS • PUBLISHER SONY CEA • GENRE SPORTS

You Don't Know Jack Mock 2

△ PAUSE	L1 CHICK CALL
□ PECK	L2 CAMERA
○ COMB WHIP	R1 TURBO RUN
✕ JUMP	R2 CAMERA

PLAYERS 1 • AVAILABILITY NOW • DEVELOPER ANDNOW • PUBLISHER CRAVE • GENRE ACTION

△ ANSWER	L1 RING IN (P2)
□ ANSWER	L2 NOT USED
○ ANSWER	R1 RING IN (P1)
✕ ANSWER	R2 NOT USED

PLAYERS 1-3 • AVAILABILITY NOW • DEVELOPER JELLYVISION • PUBLISHER SIERRA • GENRE MISC

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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A DARK FUTURE...
AN UNCERTAIN PAST...

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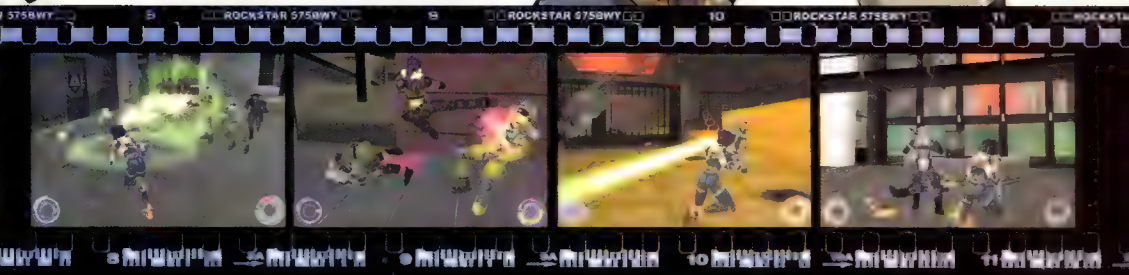
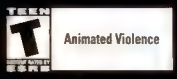
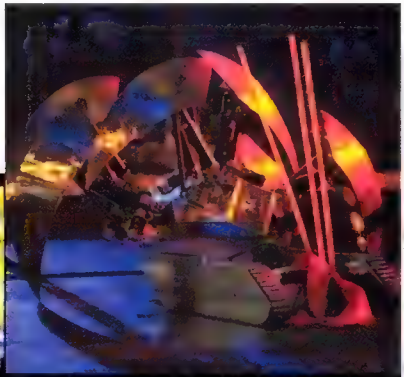


COMING SOON: THE ONI COMIC BOOK FROM DARK HORSE COMICS





LETTER OF THE MONTH

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of goodies from all your favorite software companies. You can even use it to build your own bone-crushing BattleBot!

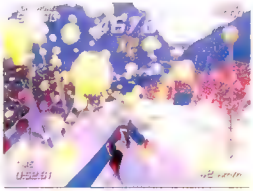
Imperfect Scores

[illegible] even a longtime reader of your magazine [illegible] what I like, and what I don't [illegible] Army Men game.

Lance Fulfer

[illegible]

C'mon, now, Lance—perfect scores for an Army Men game?! Never! But let us reiterate that a "perfect" score doesn't necessarily indicate a perfect game. We gave SSX and TimeSplitters five-disc ratings because they're two of the funnest games we've ever played. Give 'em a try.



PS2 Defect?

[illegible] PlayStation 2 CD that. The PlayStation is not something, for example, the disc receives a scratch and the game's [illegible] rendered [illegible] be brought to [illegible]

Ian Deitz

[illegible]

Right. We also found another problem with the PS2, this time with the Dual Shock 2 controller. The other day, Todd was whizzing through the office on a Razor scooter, swinging the joypad around his head like a lasso. But then the cord slipped from his hands, sending the pad hurtling against the wall at high speed, shattering it into several pieces. Sorting through the mess, we found that the Dual Shock 2 broke because it couldn't withstand high-impact collisions with load-bearing walls. We're sure we're not the only ones this has happened to, and we will bring it to Sony's attention, along with your discovery.

BattleBots on PS2?

My family (mother, sister and I) have all recently become addicts of the show *BattleBots*. While we all happen to be mechanically challenged, the show really kicks butt!

Robots, with an assortment of weapons, [illegible] and weights, going around and bashing the living crap out of one another. Whoever said that's for page only is obviously wrong, as my sister and mother both cheer when a saw rips through another bot, leaving it quiet, while going off the beautiful sound of metal shredding metal.

Anyway, I guess I should get to the point. [illegible] the BattleBots Fan Club is at time (scheduled). I thought this premise was the perfect idea for a video game. With all the popular combat games coming out (Star Wars Demolition, the Twisted Metal [illegible] and [illegible] a perfect idea!

The game could include [illegible] the battles until the championship for the coveted Glass [illegible] (that alone would score an M rating these days, would it?), a versus mode for friends, a demolition mode with lots of people (a la Twisted Metal), and maybe even a creation mode where you can pick weapons, shapes, etc. Plus you can make it educational with the little clips from the show—learn science while playing a game! Who wouldn't love it? [illegible]

Anyway, [illegible] you, and if you are, maybe the secret [illegible] homegrown bots, [illegible]

Charles Jackson

[illegible]

Now in its second season on Comedy Central, BattleBots has become quite the unlikely hit around the *OPM* offices. And apparently among *OPM* readers as well, as Charles wasn't the only one to write in with this idea. So here's the good news: We spoke with Troy Reski, a BattleBots representative, who told us that the series will be coming to a console near you—although he wouldn't specify which one. "We're talking to a lot of the main players," he said. Reski did mention that the game will definitely be on a next-gen system, so if anything it'd be on the PS2 and not the PS one. "We want to do a real high-end game," Reski said. "This property deserves to be treated correctly." We couldn't agree more. Let's hope this mention in the Letter of the Month will [illegible] BattleBots to appear on [illegible] the system!

Screen Caption Contest

[illegible] OPM@ziffdavis.com [illegible] CAPTION CONTEST [illegible]

WINNER!

[illegible]

nreel@earthlink.net

NEXT MONTH

[illegible]

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and look
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www.dengame.com

fax
If you need to reach us now
630.382.9010

pear[illegible] over the p[illegible] some how the skater s[illegible] him [illegible] k nd of mak[illegible] they DO that?!"
Todd Dunham
modchip552@hotma[illegible]

And they say marijuana doesn't permanently affect brain chemistry...

Hockey Foul

In your Buyer's Guide t[illegible] you listed EA's NHL 2[illegible] buy m[illegible] ight! Todd Z[illegible] and I'd have [illegible] change of heart [illegible]
Winslow Solomon
Detroit, MI

No payoff, Winslow, just an honest mistake. While you can't go wrong with NHL 2001, we originally meant to include FaceOff instead.

Oops, We Did It Again

In your August 20[illegible] feature 25 Beautiful People I noticed Stepping [illegible] with the very sex, Britney Spear[illegible] hell is it?
Josh Danner
Boise, ID

Our source at Jaleco says it's very unlikely that Stepping Selection will be coming to the U.S., but to help you get over this great loss, we offer you yet another luscious pic of the lovely Britney Spears.

New Sensations

One thing I've learned from my life of gaming—never have a favorite genre. I love RPGs and I still do. But I started them on the Genesis. It was good. Unti[illegible] this new stuff came out [illegible] game for a Final Fantas[illegible] the games h[illegible] much. Back [illegible] bad graph[illegible]cs. Now [illegible] t/buy a gam[illegible] I have to [illegible] don't shell out an insane am[illegible] cash for something that isn't even worth the potential frisbee the dis[illegible]

[illegible] Ff. Or [illegible] intense beat. I [illegible] myself [illegible]
Mike Slavin
[illegible]

We like the way you think. And with the PS2 finally here, now's as good a time as ever to try out new genres. RPG geeks, give Madden a shot. Action junkies, try a real-time strategy. Broaden your horizons, and learn to love all games, just like we do.

Couples Controversy Continues

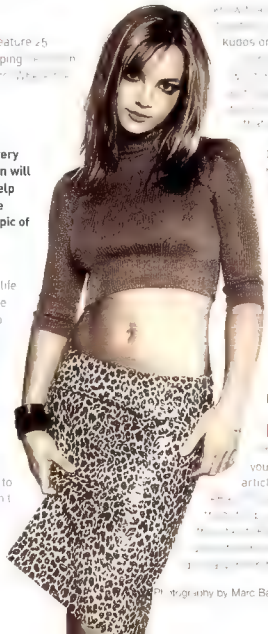
[illegible] whether or not to subscribe to [illegible] sponded to the letters [illegible] play together [illegible] my decision very easy [illegible] what they do. God [illegible] ONE [illegible] ple. As for me, I [illegible] right and [illegible] ple will take the r[illegible]
Steve Voltmer
[illegible]

[illegible] to give you kudos on printing the lesbian couple for the [illegible] matter who you [illegible] enjoy doing it [illegible] one. Psychotic robotic [illegible] think the world's nor- [illegible] Well, I think you did [illegible] THE WORL[illegible] AT
Okedayitslalalnd@aol.com

And with these two letters we officially put to rest this controversy. Oh, and memo to Mr. Voltmer: Just because we printed two letters against and one for our couple last month doesn't mean those were the only letters we received. In fact, we've gotten tons of responses, with an even amount of opinions swinging both ways.

Don't Blame the PS2 Pushers

[illegible] ght I [illegible] you guys, but in issue #40 you wrote an article about the selling of PlayStat[illegible] people were wrong to [illegible]



Photography by Marc Baptiste. Corbis Outline

QUESTION OF THE MONTH

This month you tell us which car you'd like to see in GT3. Next month, we'd like to turn your attention to the PS2's online capabilities. Which titles would you like to see go online? E-mail your thoughts to OPM@ziffdavis.com. Mark your notes PS2 Online Games.

I would definitely like to see the new Chevrolet Corvette included in GT3. There are a few older Corvettes in the previous GT games, but the new style never seems to make it into the lineup. The new Corvette is a sweet car and I would love a shot at getting behind the wheel!
Jon Snider
sniderjon@hotmail.com

I think that a '93- 97 Ford Probe GT should be included in GT3. That car had more HP than an Eclipse Spyder, and the handling is great. It would be a great addition to the lineup
SPIRIT_OF_13@webtv.net

They should keep the Suzuki Escudo Pikes Peak Version in there. That's how I won all my hard races!
Sev1718@aol.com

Ford Mustang SVT Cobra R and plenty of concepts (Charger R/T...Charger R/T Charger R/T.)
Inflatodude@aol.com

Out of all the cars they offer for Honda, they do not offer the Honda Civic two-door coupe. That's the car I'd like to see in the game
Mark Hlavac
HAVALIC@aol.com

The car I'd really like to see in GT3 is a Ford Pantara. Hardly anyone knows what they are, but those who do wish they had one. After all, how can you go wrong putting a mid-engine 351, rear-wheel drive, stickshift car in the game?
WMeeks0761@aol.com

I would like to see a Deawoo Leganza in there, because it's such an ugly, bad and poorly made car! It would be humorous when playing it because all the high-performance cars like the MR2 would just fly by you.
Benaldo Donnaloia
Fleezyltalian@020.co.uk

I really love the PT Cruiser. I would really like to see it. I don't have a PlayStation 2, but I love Gran Turismo!
tzzyRN@AOL.com

guys were ranting about, well, ..supply and demand, folks. Besides, they were gonna go up that high anyway, so what's the problem? All in all, I just wanted to let you guys know that not everyone is out to con a person. A good percent of the American population is—but not everyone, OK?
williemcguire@cheatcc.com

You're missing Chris Baker's point. While not illegal, and not necessarily a con, it's just plain, well...tacky. Sure, you can argue that it may not be immoral (although most of us here disagree), but it's not very nice to ruin so many people's holiday season by buying up a much-wanted console just to turn around and sell it for a ridiculous markup—even if the demand is there.

"I vehemently admire, adore and love Lara Croft and Sheena Easton immensely and intensely with my entire heart."

Art Therapy

In last month's issue there was a particular piece of art that caught my attention. It was a remake of the earlier issue's cover with Crash (and a wonderful incarnation of him) on it, which was submitted by Samuel Kennedy. Is this the same Sam from the magazine?

But, what really got my attention was that it said "CRASH GETS ANGRY...And kills Gary!" and "Shaq picks on Todd!" If it is Sam, does he have a grudge with Gary and Todd or something?
Daniel Provenzano
raptor89@excite.com

For months now Sam has been trying to come to terms with his aggression issues. The drawing you saw in the magazine was, in fact, part of his alternate outlet aggression release program.

In the past, he would channel his anger toward physical violence: pushing Gary in the hall, forcing Todd to do things he didn't want to do, and just being surly. His therapy now involves "drawing out" his anger—putting it down on paper and pretending that he physically performed the things he wrote.

He used the previous cover because he was disgusted with Bob Conlon's (*OPM*'s senior art director) choice of cover art. He was also so upset that Naughty Dog wasn't making Crash Bash that he wanted to hurt them as well.

Please encourage Sam to think happy, positive thoughts. Send him an e-mail thanking him for his fine reviews. Praise his newshound skills. These little things will help Sam on his road to recovery.

QUICK HITS

Sham-Bay:
I have a friend who thinks Jersey Devil is the best thing ever! He is convinced there will be a sequel. Please respond so I can show him the mag, and shut him up...
Joe Brown
joevanna@hotmail.com

Jersey Devil is not the best thing ever. There will be no sequel. Your friend will shut up now.

Future Stalker?:
I vehemently admire, adore and love Lara Croft and Sheena Easton immensely and intensely with my entire heart. I think they are extremely beautiful, special and virtuous ladies... My favorite female professional tennis player is Martina Hingis because she is a Swiss Miss. I also like James Bond movies with Roger Moore.
Paul Wright
Peoria, IL

Uh...

Genius at Work

I WAS THINKING ARE YOU GO TO TRAY MAKING SO GAMES? WELL I WAS JUST THINKING ABOUT HAVE GAMES CALL AND BASE ON THE MOVIES HERE THEY ARE HALLOWEEN, HALLOWEEN2,3,4,5,6, H20 SCREAM, SCREAM2,3, FRIDAY THE 13, FRIDAY THE 13 PART1,2,3,4,5,6 THE FINAL CHAPTER, JASON GOES TO HELL, A NIGHT MARE ON ELM ALL OF THEM AND SIM CITY WITH SIM CITY 2000. I HOPE THEY COME OUT DO YOU?

BYE BYE FOR NOW IF I COME UP WITH ANY MORE THINGS I WILL E-MAIL YOU
Steve Michael Shepler
thong_song_2000@angelfire.com

THOSE ARE VERY GOOD IDEAS THANK YOU, WE HOPE THEY COME OUT VERY SOON. DO YOU? PLEAZ SEND US MORE IDEAS. YOU ARE VERY SMART.

Good Grammar

I was recently reading the January 2001 issue of *OPM*, when I spotted an error in your article on pg. 46 about Chrono Trigger coming to PS one. You state that the RPG could be making it's way to the U.S. shores. I believe you meant stores there, not shores, but hey, we all make mistakes.
Kyle Sutton
Sportz_Kidd@yahoo.com

We believe the proper spelling is "article," not "artcile." And we believe you meant to use "its" rather than "it's." But hey, we all make mistakes. Oh, by the way, we did in fact mean to say shores.

THE SOAP BOX

Enough already! Sure, we're interested in your thoughts on the whole video game violence issue, but can we move on now? How about sharing with us the ways that your PlayStation has changed your life? Or try telling us about all the lessons you've learned while playing your favorite games. Send us photos of your game room, wacky screenshots and stunning artwork. This is your letters section—so get busy writing!

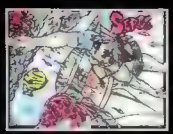
The Editors
Official U.S. PlayStation Magazine

Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX.

The Reader Art Challenge

Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Congrats to this month's winner, Jeff Welborn, for yet another spectacular pic.

Jeff Welborn
Shreveport, LA



Ted Kanou
Warren, MI

Official Contest and Sweepstakes Rules

No Purchase Necessary. To enter, send your name, address, and phone number on a postcard to: Reader Art Challenge, Official U.S. PlayStation Magazine, 1920 Highland Avenue, Lombard, IL 60148-5345. Entries must be received by 5:00 pm CST on the last day of the month in the month following the issue in which the challenge appears. Each month, one winner will be selected from all eligible entries received in the Reader Art Challenge contest for that month. Prize: One (1) PlayStation game or game-related item (approximate value $50). Winners will be determined by Ziff Davis Media, Inc., whose decisions are final. Winners will be notified by mail. Prizes will be awarded by mail. Winners agree to have their photo and/or name used in future promotions without further compensation. Void where prohibited. Contest open to residents of the United States and Canada only. Employees of Ziff Davis Media, Inc., and their families are not eligible. Contest is subject to all federal, state, and local laws and regulations. Sponsor reserves the right to substitute a prize of equal or greater value. Sponsor reserves the right to cancel, modify, or extend the contest if fewer than 100 entries are received. Sponsor is not responsible for lost, stolen, or damaged mail. Sponsor is not responsible for typographical or other errors in the rules or in the administration of the contest. Sponsor is not responsible for any injuries or damages to persons or property which may be caused, directly or indirectly, in whole or in part, from participation in the contest or from acceptance, possession, or use of any prize or any portion thereof. By entering the contest, each participant agrees to be bound by the rules of the contest and by the decisions of the sponsor, which shall be final in all respects. Sponsor reserves the right to use the winner's name and photo for future promotional purposes without further compensation. Sweepstakes Rules: [illegible]

FROM BITS TO

FLICKS

TOMB RAIDER: THE MOVIE

Seen the new *Tomb Raider* trailer yet? If not, believe us, you'll be seeing it soon, as Paramount has just begun the marketing blitz of theatrical trailers, images and all kinds of info on the film, all in an effort to kick the buzz into the stratosphere leading up to *Tomb Raider*'s summer debut. Already, the flick has been featured on *Entertainment Tonight*, in the pages of *Entertainment Weekly*, and in countless other magazines and programs (including our exclusive first look last month!).

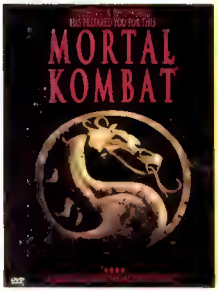
So will *Tomb Raider* live up to the growing hype? We're pretty pleased with what we've seen so far. What's most impressive, though, is how well Lara's character and trademark moves have been captured by the film. From her accent to the gun twirls to the leaps and hops through ancient tombs, it's all there. "There are some resonance things," director Simon West (*The General's Daughter*, *Con Air*) told us. "I purposely put things into it. If you're a gamer, you watch the film and Lara Croft will do something, and it's definitely for you to go, 'Oooh!' It's just a wink every now and again to people who know the game."

At the same time, West is taking the story in whole new directions, creating a film that he hopes will appeal to a diverse audience. With that in mind, he's written what he feels is quite a robust script. "There's a much bigger reality about *Tomb Raider*, which in a genre film people don't expect," says West. "They expect it's all cartoon characters, superficial, but then you have these great scenes in it where you're welling up with the emotion in it. You're really ready for the action after that."

Of course, we're not talking about high art here—this is still Tomb Raider we're dealing with. But that's just fine with Angelina Jolie, who along with the rest of the cast has signed on for two more pictures. "It's fun for me," Jolie told us. "I'm having a good time doing it. And I think it will be a really fun movie."

www.tombraidermovie.com

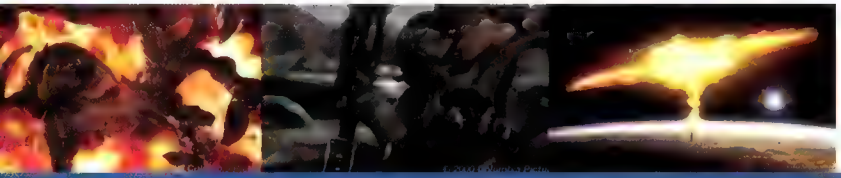
BUT DON'T THEY ALL SUCK?



Super Mario Bros., Street Fighter, The Movie, Mortal Kombat: Movie versions of video games have been pretty appalling, judging from this line-up. But that doesn't concern Lloyd Levin, one of *Tomb Raider*'s producers. "Why? It's a new medium, and I don't think there have been a lot that many game-to-movie adaptations," Levin explains. "It would be kind of like saying there have been a couple of crappy novel-to-movie adaptations, so let's write off novels. I think games are a real source of characters and some great stories. And from the point of view of visuals, fantastic, so as different visuals. I think games potentially are a rich source of material for movies."

LET US KNOW WHAT YOU THINK...

Are you excited by these new films? Send us your thoughts to opm@ziffdavis.com



FINAL FANTASY: THE SPIRITS WITHIN

Y

eam of 200 compu
d engineers, all
hoted up at Square's Honolulu stu-
dio. You've read about the cast of voice
actors, including Alec Baldwin (yes, that's
the talented one), Steve Buscemi and Peri
Gilpin. You already know that Hironobu
Sakaguchi, the mastermind behind Final
Fantasy, is the director of the film. But noth
ing can prepare you for the stunning, ...rest
ing visual splendor of *Final Fantasy: The
Spirits Within*, due out this July. See for
it if you don't believe us—and even i
, you'll still want to download the la
est trailer from Square's Web s
he film is set on Earth in the

There, peo
focused on the death that surrounds them
their perception of love. They
n their own existence and are
ar, depression and so
ercome

asy game, Sakaguch
ays he based it on the roots of the
namely, the themes of life and death. But
nlike Final Fantasy IX, which returned the
ks to its
movie has a distinct sci-fi feel. Later
focused on the spiritual and philosoph

ter than a Fantasy world o
ays Sakaguch
of the film wi
nt. It p
that will realistically cap-

that, you
cts and plen-

y of action sequen
up to th ndard set by the asy
games? And if it does, c cross
mainstream? We certainly hope
e very least, we know this is
This is beyond
been done before, boasts

© 2000 Colum

MORE BIG-SCREEN DEBUTS

Final Fantasy and Tomb Raider aren't the only video game series set to hit the silver screen. Kalisto Entertainment recently announced a film adaptation of its **Nightmare Creatures** franchise. The movie will be directed by Ralph Zondag (*Dinosaur*). Taking the helm of the adaptation efforts will be Matt Cirulnick (*Paid in Full*, *Total Recall 2*, *Hell Hole*). Wow, what a coup! The film is a joint venture with APG and Le Studio Canal. If it's anything like the game, we're in store for a moody, bloody and even violently gruesome pic.

Rumors are flying around the Web again about a **Parasite Eve** movie, but still nothing has been confirmed. Madonna is said to have once held the rights to Square's horror/RPG. With the forthcoming new video game films, there seems to be a good chance for this one being made.

The **Resident Evil** film continues to move forward. For the latest casting news, turn to this month's Hollywood Banter.

PlayStation 2

SOMETIMES, IN ORDER TO COMPLETE YOUR JOURNEY, YOU HAVE TO GO BACK TO ITS BEGINNING.

LEGACY OF KAIN

SOUL REAVER 2

EIDOS

Illustration by Glenn Hilario

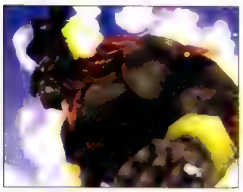
THINGS we HATE about GAMING

Ever have one of those moments when you want to hurl your controller against the wall, dropkick your PlayStation, and smash your game into a billion bits? Sure you have. In that spirit, we've compiled a list of some of the most irksome, irritating, annoying problems in gaming. Harsh criticism? Not in our view. After all, how will things ever change if no one talks about the problems?

So what do you think? What bothers you? Send your thoughts to opm@ziffdavis.com (titled "Things We Hate") and we'll print them in upcoming issues.

WAKE ME UP WHEN IT'S OVER

Endless cinemas. Yes, we enjoy seeing cinemas and cutscenes in games—the first time. But when replaying a section of the game, we don't need to be forced to sit through these scenes over and over again. A simple button press to skip past the cinema would be nice.



Oooh, look—it's Ifrit. That's so beautiful...Oooh, look, it's Ifrit. That's so beautiful. Oooh, look—aw, crap! Not again!

Over-the-top spell effects. Final Fantasy VIII is the biggest offender here, with its eras summon spells that can take as long as a few minutes to complete. Hey, it's just not amusing the 20 billionth time. And almost every RPG is guilty of this problem. Give us an option to either turn the effects off or skip past them, please.

Long load times. Watching a loading bar slowly fill up or the word "Loading" flashing for several minutes isn't very fun.

LOSING CONTROL

Poorly done menus. Menu screens set the tone for the game, and in certain genres like sports titles, you might spend almost as much time wading through these screens as you do playing the game. Staring at some of these eyesores can be a real bummer.

FaceOff 2000's menu screen is the worst one we could dredge up. Luckily they cleaned up their act for this season.

No customizable control. Hey, if I want to use the R2 shoulder button to jump and the Triangle button to shoot, let me, dammit!

No analog. With the exception of D-Fighters and Monster Rancher, the Brit-and-Euro-only new game craze, do not include analog control. EA's decaying March Madness franchise still lacks analog support, although that's the least its problems these days.

When the D-Pad doesn't work because control is analog-only. And on the flipside, games that are designed only to use the analog stick [illegible]

Games that switch off the analog between levels.

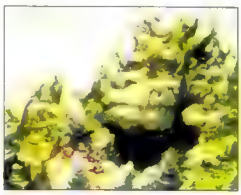
No Retry button. Don't make us go back to the start screen and reload the game every time we die.

PS one controllers that claim to be PS2 controllers. Hey, Ape Escape, [illegible] controller.

Leaps of faith. Nothing [illegible] these kinds of amateur design flaws.

KNOW YOUR ROLE

Non-linear games that don't have a purpose. No plot, no character development [illegible] Playing Square's Legend of Mana is a prime example of this.



Legend of Mana's non-linearity was such a dismal failure that even the pretty graphics couldn't hide the ugly gameplay.

Random battles. The debate rages on about this one. Some [illegible] random encounters. While other [illegible] time has come. But please, please, please don't make us sit [illegible] through endless fights in areas where we have to search for objects or solve puzzles.

Ugly enemies. Oooh, look, it's a dragon with a flower growing out of its neck! [illegible] really scared. And there's a giant walk-talking mushroom with strap-on monster [illegible]

And [illegible] Hey, [illegible] get [illegible] enough [illegible] hard [illegible]

CHEAP AND UNFAIR

When the CPU cheats to win. Notching up the difficulty in most sports games doesn't make the game harder, it just makes the player [illegible] cheaper. [illegible] keep [illegible] from cheap PS games.

Even the near-perfect Madden for the PS2 has a CPU that "cheats" way too much on the higher difficulty levels.

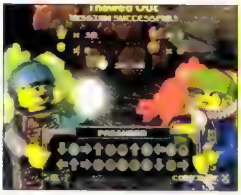
Poorly designed puzzles. [illegible] graft [illegible] to enter this top secret [illegible] that's make [illegible]

Off-screen enemies. Oh, great [illegible] shot at [illegible] sight. And [illegible]

THANKS FOR THE MEMORIES

No memory card manager. Let's say you've just spent three hours playing through the beginning of some RPG or sports game [illegible] game. Time well spent, right? Sorry, [illegible] memory card [illegible] and [illegible] the store to buy a new memory card. Hey, [illegible] Dreamcast, Sega's [illegible] shut down system [illegible] progress. Kick the dog, delete some files, [illegible] start [illegible] not be a problem for a memory card manager, card managers put [illegible] you to delete and copy files while still in the game.

Save points. Please, game developers. Please let us save our games whenever and wherever we want. We don't need to have the difficulty in a game artificially [illegible]



Can't afford a memory card? No worries! Just play Lego Rock Raiders, as it doesn't even have a save function!

[illegible]

No multiple saves. Why have a [illegible] that doesn't [illegible] memory [illegible]

No save option at all! Really. Some games don't even [illegible]

PROMISES, PROMISES

Shock tactics. [illegible] tuff to stop.

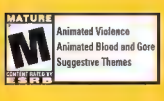
Doctored screenshots. Boy, that [illegible] Wasted 40 [illegible]

$10 shame. [illegible] Spec Ops [illegible]

Buy a used game. Rent a game. Anything. Just stop wasting your $10 allowance on Spec Ops.

Short but not sweet. Hey, these arcade [illegible]

Overuse of X and Z. Xtreme [illegible]



EIDOS
INTERACTIVE

THESE TWO LADIES PUT THE ASS IN ASSASSIN.

New Motion FX 3D technology makes for the most breathtaking animé ever seen on a gaming console

Enemies react with cunning AI as you try to obliterate them with an expanded arsenal of deadly weaponry

Gameplay and cinemax stream seamlessly straight off the CD, eliminating load times after death sequences

www.feareffect.com

Knockout Queen

Knockout Kings 2001's charming empress of "pop" talks brawling, posing in *Playboy*, and her surprising future

OPM: How much involvement have you had with Knockout Kings and EA?
MIA: [illegible] up. [illegible] feel like it's true [illegible] And my fight [illegible] really happy with it.

OPM: Why do fighters become fighters?
MIA: I don't think normal people become fighters. I think there's something [illegible] about fighters. I don't think any of them come from really normal childhoods. I don't think people grow up to say, "Mom, I really want to kick some ass today and get the sh-t kicked out of me today." I think that you have to have something in you that makes you a very aggressive, volatile person. Fortunately that's how I found solace in my childhood: being in the ring.

OPM: How did your fighting start?
MIA: My dad put me in Tae Kwon Do at the age of six and I started competing. I stayed in it for 23 years in the amateurs. I'm 33 now, so you can say I've fought my entire life.

OPM: At what age did you jump into boxing?
MIA: At 29 I turned pro. I was going to turn pro in kickboxing, but I chose boxing. I had an offer from Don King, so I took him up on it.

OPM: Didn't going pro affect a chance for you to be in the Olympics?
MIA: Yeah. That was my goal my whole life. But unfortunately, Tae Kwon Do wasn't an official sport until the Sydney Olympics this year. I figured by the time 2000 comes along I was going to be too old to be competing against the teenagers. So I decided to go pro and give up the hope of any Olympics.

OPM: What are you great at besides fighting?
MIA: I hate that question. Everything I'm good at is athletic-based. It's so sad. I'm great at running, lifting weights, karate, anything that has anything to do with sports.

OPM: What does it feel like to really unload on someone?
MIA: There's no feeling like it. There's no greater rush than knocking someone out. Before the match I'm very friendly with my opponents and I can talk to them, and after the fight I'm concerned that we all go home to our families safe and sound. But during the fight something takes me over and I become a very different person. I'm going to win no matter what. I'm like Mike Tyson. I'll do whatever. I'll bite your ears off if I have to.

OPM: What's it feel like to really get popped?
MIA: Well, my adrenaline is going so fast that I can't feel everything. But when you start to get dizzy and see stars you know you've taken a hard shot. It makes me come back twice as hard. If you hit me, you better watch out because now I'm going to kill you. So don't even try it.

OPM: How did skin color play a part for you?
MIA: The fact that I'm Mexican was definitely a factor. Mexicans and boxing go hand in

photograph by Fernando Escovar Corbis/Outline

A Perfect Record

19–0

10 Knockouts

Cyber Mia sports her traditional hot pink garb at New York's Madison Square Garden in her fight against Christy Martin.

hand. My mother [illegible] and she [illegible] my [illegible] fight [illegible] if she doesn't [illegible] my poor baby [illegible] ing. Make it. Make it. [illegible] that my mother. My mother [illegible] born a fighter [illegible] fighter from day one [illegible] Steve said: [illegible] are a Mexican family [illegible] group that will never [illegible]

"If you *hit me*, you better watch out because now I'm going to *kill you*."

that in mind. I know I have the advantage because I'm the Latina J command the ring when I go in.

OPM: How do you view yourself?
MIA: Outside the ring I'm a passionate, sweet, loving person. But when I get in the ring I'm all business. I'm there to kick your ass. And I'm going to, no matter what.

OPM: When you posed for *Playboy* did that soften your tough-girl image?
MIA: It's two separate things. A lot of the female fighters were upset by it. They felt it gave women's boxing a bad name. But people have given me shit my whole life for being pretty and being a fighter. I never knew what it was to be pretty because my parents never once said that. I was. They didn't think in those terms. They told me I was smart, strong, brave, courageous. They never commented on looks. And I get crap for my looks while in boxing. All the women say things: they knock me down because of my looks. Just because you might think I'm pretty doesn't mean I can't be a fighter, that I can't do things men do. That's what I wanted to show. Besides the fact that I'm a fighter, I'm a woman. A feminine woman. And don't knock me for it.

OPM: Even though you've won all of your matches, have you ever gotten beat up?
MIA: [illegible]

[illegible] doing here.

OPM: Of all the women in boxing, are you the best one?
MIA: No. By far no. No. [illegible]

OPM: So how good are you? Would you rate yourself in the top 5? Top 10?
MIA: I think I'm the best when it comes to a fighter's mentality, having heart. I don't think there's another woman out there. Although a much heart [illegible] Roper is the best female fighter out there. Christy Martin and Chase [illegible] are great, too.

OPM: Is there a difference between how men and women box?
MIA: Definitely. Women tend to fight with a lot of offense because we [illegible] in this sport. My last fight on Dec. 3, 2000 was a very, very bloody fight. It's because our defense just has evolved as the men's. So you [illegible] a lot of offense [illegible] a lot of blood. We're working on that. With every fight we get better and better. But you can't compare us to the men. Unless you're Laila Roper.

OPM: Is setting up matches difficult for women?
MIA: [illegible]

OPM: What's being done to popularize that?
MIA: [illegible]

OPM: What do you look for in a guy?
MIA: Not much. He has to be seven feet tall. The larger he better. I like large, dark men.

OPM: How much longer do you think you'll be fighting?
MIA: I'm going to finish out my contract at the end of September 2001. Then I retire. And last week I signed with a wrestling company. Along with Tonya Harding and Dennis Rodman. I signed with iGeneration.

OPM: Do idiot men ask you why you fight since you're attractive?
MIA: Every day.

OPM: Do you just want to slug them?
MIA: Yeah. I mean if I was ugly and 200 lbs. would it be more acceptable? Why is it that because I'm good-looking that I shouldn't fight?

NEW GENERATION

When September 2001 rolls around Ms. Mia won't be standing about, waiting to get her face messed up by some boxing sister. The toughest gorgeous gal *OPM*'s ever chatted with is headed straight to iGeneration Wrestling. Strange (to us), but true.

In a new, different style of the squared circle, she'll be in cahoots with basketball's rebounding castoff Dennis Rodman and ex-knee-clubbing figure-skating bad-girl Tonya Harding. Only time will tell if she'll exit with a perfect record.

Keep up with iGeneration brawling at: **igenerationwrestling.com.**

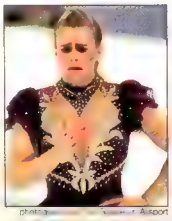


photo [illegible] Alsport

photograph by Chris Cole/Allsport

ZOE FLOWER

ARCADE ADOLESCENCE TO ADULTHOOD

Ever noticed how some girls refuse to see any redeeming value in video games? While we've established that some girls do game, there's still a contingent clinging to their disdain of the digital, claiming it to be "an adolescent waste of time." Ever wondered why this is? Here's my three-phase theory:

1) The Formative Years: Girls compete with machines for attention.

When I was 10, my older brother and I received an Atari 2600 for Christmas, just like almost every other kid. Ask a 20-something of either sex if they played Joust, Defender or Ms. Pac-Man, and you'll see a glint of reminiscent glee flicker and fade. By the time I was 14, I was an arcade veteran. My girlfriends experimented with makeup, sex and their blossoming feminine charms while I fought for my life in Wonderboy and Gauntlet.

During a break in the R-Type marathon at the local arcade, I suddenly noticed a group of girls, all dolled up and draped mindlessly over the jukebox, looking pitifully bored as they prayed for a glimpse from the cute boy writhing all over the Super Punch Out stand-up. Naturally, the boys were oblivious to anything other than the gyrating pixels in front of their pimply faces. Most girls learn early on how video games can steal the focus of those they desire attention from. At the same time, I was learning just how different I was.

2) Adolescence: Girls react to social and cultural pressures.

To my female peers, video games represented a form of leprosy. It didn't make you prettier or more sexually experienced, and definitely didn't improve your social skills. At the age of 16, even I couldn't withstand peer pressure and was almost lost to the dark side of *Teen* magazine. The years to follow were filled with bright-blue mascara mishaps, botched hand-kissing techniques and prom-dress shopping.

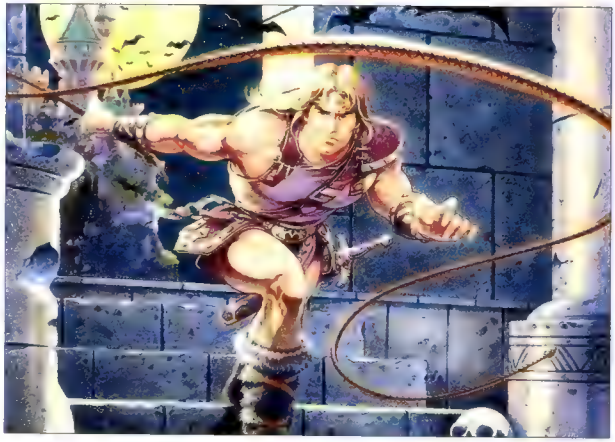
By the time most women graduate from high school, their interest in video games is so buried by contempt that there's little hope for rehabilitation as an adult.

3) Adulthood: Girls would rather feign ignorance than look dumb.

Video games include a huge intimidation factor, particularly for girls who haven't held a controller since their formative years. No matter how interesting the game, she will ignore and usually belittle the activity in order to remind you of her feelings or to avoid displaying an embarrassing lack of skill or knowledge. But it's not impossible to get a non-believer switched on to games. Just make sure you provide a casual and positive environment to start with. Failing that, threaten to kick her ass in Tekken. I've won many a friend over that way. Did I mention that girls are extremely competitive? I think that may be Phase 4.

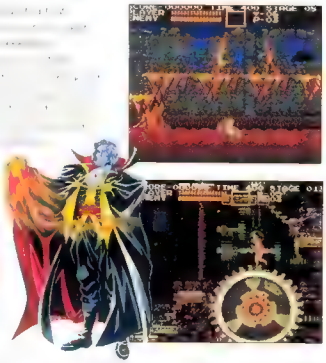
Today, geek is chic. With so many choices for home gaming (from consoles to PCs), and a new set of societal values that embrace technology, perhaps the video game industry is finally approaching adulthood, and what was regarded as an "adolescent waste of time" will finally be accepted as grown-up fun.

Zoe Flower [illegible] show *Electric Playground*. She also is a des[illegible] [illegible]re www.elecplay.com. She grew up in arcades and will kick your ass at Joust.



DRACULA IS BACK

Konami's haunting Castlevania series returns to the PlayStation



Japanese PS2 Browser Shown

E-Mail Document

E-Mail Browser

Web Browser

Favorites List

[illegible] memory card [illegible] make it fully compatible with all [illegible]

FINAL FANTASY MAESTRO

Delve into the mind of Square's master composer Nobuo Uematsu

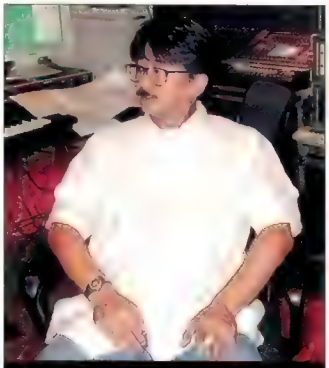
Having composed hundreds of songs for the Final Fantasy series, ranging from powerful boss melodies to more subdued emotional arias, Nobuo Uematsu is widely regarded as the game industry's finest musical talent. We take a moment to probe into the thought process of this well-respected musician, now hard at work on FFX.

OPM:
Uematsu:

OPM:
Uematsu:

OPM:

Uematsu:



Many a stirring moment was punctuated by a sweeping orchestral stab brewed up by the mind of this versatile composer. Pictured here, Nobuo takes a breather.

OPM:

Uematsu:

OPM:

Uematsu:

OPM:

Uematsu:

OPM:

Uematsu:

OPM:

Uematsu:

> "All the themes I've created are like my children, so each of them is my favorite."

Uematsu:

OPM:

Uematsu: All the themes...ve created are like my children,

OPM:

Uematsu:

OPM:

Uematsu:

OPM:

Uematsu:

UEMATSU'S DIARY

PS2 Incompatibility

[illegible] PS [illegible] PlayStation [illegible] Some have issues as you play through them, but others won't even boot up. Thankfully, it's only a small-scale problem. Still, more could be discovered down the road.

Arcade Party Pak *Midway*
Arcade Greatest Hits/Atari 2 *Midway*
Fighter Maker *Agetec*
Final Fantasy Anthology *[illegible]*
Judge Dredd *Acclaim*
International Track & Field *Konami*
Monkey Hero *Taito*
Mortal Kombat Trilogy *Midway*
Tomba! *SCEA*

JOHN SCALZI

ENTER GAME DAD

So, here's what I do for a living: I go out and buy a whole bunch of cool new video games, play them, and then on my GameDad Web site, I tell parents everything that's in them, so they can decide whether they ought to buy them for their kids. That's right, I'm a professional stool pigeon. I'm ratting out the video games to the folks. And frankly, you ought to be glad I'm doing it.

Here's why: I'm a gamer. Been one for years. And if you don't believe me, let's you and me meet in a nice dark corner of Unreal Tournament and find out who's got the faster rocket launcher. I love video games: love playing them, love the imagination that goes into making them, love the thrill of walking into the new worlds created there. I've been a professional film, music and book reviewer as well a game reviewer, so you can trust me when I tell you that some of the best works of imagination being created today are meant to be stuffed into a console or a computer. Censor this medium? As if. I say, bring it on. Let's see what we can do.

I'm also a parent. My kid, not yet two as I write this, already knows how to turn on the computer, grab her favorite game CDs, stuff them into the CD player and start playing. Scary. She's growing up computer and console literate from the start, and I couldn't be prouder. And I also know there's a lot of games and other content out there I'm not going to let her touch with a 10-foot pole, certainly not now and indeed not for a long time to come. Why not? Because she's my kid, of course. It's my job to make sure she's ready for what the world—including the gaming part—has to show her. I'm the gatekeeper, and I take the responsibility seriously. So do most parents, which is why they need to know what goes on in the games their kids want to play.

So I straddle both worlds: The gamer who digs the latest and greatest, and the parents who ask, "Do I really want my kid to see that?" When I write my GameDad reviews, both play their roles—and what comes out is a resource that tells parents the dirt while respecting the creativity of the game industry. Give parents the knowledge they need, and you'll keep the freedom to push the boundaries. It's that simple.

Periodically in this column space, I'll be writing on matters of gaming, censorship, parental responsibilities and more, and I want you to take part. Send your questions, comments, rants and raves to "gamedad@gamedad.com". Let's start talking.

You can visit Game Dad at www.gamedad.com

CONSPIRACY THEORY

Publisher gets lucky and finds Treasure

[illegible]

Super Bowl Tie-in

In a new attempt to broaden its Super Bowl viewing audience, CBS will turn the event into a day of corporate synergy. In addition to staging events such as MTV's TRL The Super Bowl hosted by Carson Daly, the network will feature a program called Extreme Super Bowl, which will make use of the PlayStation 2 technology. The PS2 will allow for host Dan Dierdorf and fellow analysts to step onto the X's and O's of a virtual field.

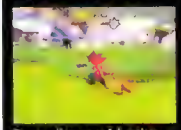
Dan Dierdorf

DATA STREAM

Cracked Code

As was revealed in *OPM*'s October issue, Resident Evil: Code Veronica is PS2-bound. Capcom recently announced that the game should be released next spring. Interestingly, Code Veronica was developed in large part by Sega of Japan. Sega games on PS2? There you go.

Ape Over PS2



Damn, dirty apes! Another game we first spoke of in our October issue has finally been shown in Japan. Ape Escape 2 is being prepared for a release there next spring. With luck, the game will hit U.S. shores shortly after.

Quests Ahead

Even though Dragon Quest VII hasn't hit U.S. stores, Enix is already planning part VIII in Japan. The game is slated for release on the PS2 in 2002. Not surprising, as part VII recently became the best-selling PS game ever in Japan.

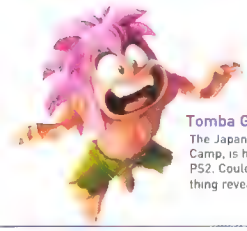
WWW.PENNY-ARCADE.COM

Crazy Rumors Die Hard

TV Guide recently ran a series of six different covers featuring popular gaming characters Lara and Tony Hawk are pictured above.

PS2 Dynasty?

OK, here's the back story: Last year 3DO's Sammy Sosa High Heat for PlayStation got hammered by the gaming press. We tore it to shreds, citing graphical inadequacy and shoddy gameplay. While the gameplay gripes may have been a little harsh, the graphics left mounds to be desired. Also note that the same game for PC won enough awards to fill Wrigley Field. Fast forward eight months, connect a few dots, and you might be thinking what we're thinking: With the monster capabilities of the PS2, we might be looking at a Yankees type of dynasty with High Heat 2002. For console baseball gamers who have suffered through endless subpar attempts, nothing—save for the crack of the bat—could be sweeter.



Tomba Gets a PS2 Sequel?

The Japanese developer of Tomba, Whoopee Camp, is hard at work on a new game for the PS2. Could it be the next Tomba title? The only thing revealed so far is that it will be in 3D

CHRIS GORE

LARA CROFT LIVES! SHE'S ALIVE!

I've just seen the trailer for *Tomb Raider*. Wow!

We already knew going in that Angelina Jolie had the two most important things necessary to bring Lara Croft to life. I'm talking, of course, about her attitude and acting ability. Based on seeing the trailer, I'm sure many of you will agree with me that Angelina Jolie more than fills the role of Ms. Croft.

I really knew I was in for something special when the trailer opened with two mountainous peaks—and I'm talking about actual mountains here—then cuts immediately to a load of action. But that trailer goes by way too quickly with lots of fast cuts. Just to be sure, I watched the trailer again. Not only do her ample talents more than fill out the part, she's even got that sexy British accent down to a tee. What do you expect from a 25-year-old Oscar winner? But equally important, how's Jolie with a gun? Can she handle a piece, much less two pieces of hardware at once, like Lara does in the Tomb Raider games?

After a third viewing of the trailer, Jolie does indeed wield two pistols at once as she takes on a menacing machine monster. The shots go by so fast, I had to run it frame by frame (thanks Quicktime!) in order to really satisfy my curiosity.

So many actors are unconvincing when they use high-tech weaponry. Anyone who has seen Ben Affleck's attempt to be an action star in that piece of crap *Reindeer Games* can testify to that fact. Jolie delivers not only a great affinity for working with the tools of the trade, but she had to learn boxing, kickboxing, yoga, bungee ballet, dogsledding and gymnastics. (Apparently, she even collects exotic knives in her spare time.) This training sure pays off, as Lara fights off armed invaders in her home wearing only white silk pajamas.

I'm sure repeated viewings of the trailer will reveal more about the film, but this early look has set my mind at ease. *Tomb Raider* looks like a blockbuster.

Now, will I be able to analyze the entire movie this closely? Probably not. Well, at least until the movie comes out on DVD, which I plan to watch on my PlayStation 2. (If I get my hands on one by June 12, when *Tomb Raider* hits theaters.)

Chris Gore
[illegible]
www.filmthreat.com
[illegible]

PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

1. Which of the following is not a Hideo Kojima game?
   a. Metal Gear
   b. [illegible]
   c. [illegible]
   d. [illegible]

2. What was the first third-party game to become a Greatest Hit?
   a. [illegible]
   b. [illegible]
   c. [illegible]
   d. [illegible]

3. Luxoflux, the team behind Star Wars Demolition, also worked on which project?
   a. Twisted Metal
   b. [illegible]
   c. [illegible]
   d. [illegible]

4. The final boss in Ready 2 Rumble Round 2 is...
   a. Michael Jackson
   b. [illegible]
   c. [illegible]
   d. [illegible]

5. The final screen at the end of Driver 2 tells you that Tanner and Jones will be back in...
   a. [illegible]
   b. [illegible]
   c. [illegible]
   d. [illegible]

6. How many animals (not counting humans or monsters) enjoy title roles in games reviewed this month?
   a. [illegible]
   b. [illegible]
   c. [illegible]
   d. [illegible]

7. Match the SSX boarders with their country of origin.
   a. Mac [illegible] A. [illegible]
   b. [illegible] B. [illegible]
   c. [illegible] C. [illegible]
   d. [illegible] D. [illegible]

8. In Zone of the Enders, who are the Enders?
   a. [illegible]
   b. [illegible]
   c. [illegible]
   d. [illegible]

9. Which of the following is not cited by Rockstar as an inspiration for Oni?
   a. Akira
   b. [illegible]
   c. [illegible]
   d. Matrix

10. Who originally released Soldier of Fortune, the future PS2 title from Majesco?
    a. [illegible]
    b. THQ
    c. [illegible]
    d. [illegible]

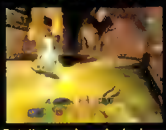
Answers
1. [illegible] 2. [illegible] 3. [illegible] 4. [illegible] 5. [illegible] 6. [illegible] 7. [illegible] 8. [illegible] 9. [illegible] 10. [illegible]

DATA STREAM

You've Got Mail!

According to the *Asian Wall Street Journal*, AOL is seeking to transcend its role as an Internet service provider and move into new technology areas in Japan. The paper mentions that AOL has been in negotiations with Sony on ways to incorporate its service onto the PS2 platform. There's been no indication yet as to whether or not the talks will actually lead to some sort of partnership.

Ready to Frag?



Details have been leaked saying that when Quake III hits the PlayStation 2 later this spring it will go under the name Quake III Revolution. The PS2 version is also said to feature new levels, new boss areas, new weapons, new power-ups, and a four-player split-screen multiplayer mode. Whew. Look for more on the PS2 port soon!

Blame Canada

The Canadian-produced video game TV show *Electric Playground* will soon be airing in the U.S. thanks to the Discovery Channel. The cable network has agreed to air 13 episodes starting this spring. Look for *OPM* columnists Tommy Tallarico and Zoe Flower, who are show hosts.

OVERHEARD: HIDEO KOJIMA

"I have a problem with motion sickness, so I asked them to tone it down so people wouldn't get sick. In Z.O.E., even if you have motion sickness, you should be OK. That is, if you play normally."

—Konami's Hideo Kojima tells Japanese magazine *Dengeki PlayStation* about his request for the Z.O.E. team.

New PS2 Model

Sony releases new DVD model in Japan

Sony has launched a new model (SCPH-18000) of the PS2 in Japan that features new DVD drivers and comes with a remote packed in. Unlike the U.S. version of the PS2, the original Japanese PS2 was only able to play DVD movies via a DVD driver on a memory card. With this new release, the driver (version 2.01) is now stored internally. (This driver can also be downloaded onto memory cards for those who still have the original unit). The 2.01 driver offers enhanced DVD functions and capabilities (such as better playback, scanning and slow-motion features). The entire package retails for 39800 yen (approximately $350).

U.S. releases for the PS2 DVD remote package or the DVD remote itself have not yet been announced, but should come down the road. "A betting man might state that there is a possibility for these products in the North American market," hinted Sony director of public relations Molly Smith, "but right now, we cannot confirm that this is the case."

Couples Who Play Together, Stay Together

Another month, another game-tastic couple! This month we bring you New York's Jose (21) and his sweetie Melinda, 18. This duo is as games savvy as anyone we've come across. Here's what they had to say:

Who's more into games between the two of you?

Melinda: I've been doing it since I could hold the controller.

Jose: I'm an addict myself. I classify myself as a hardcore game addict.

Melinda: We usually play about two hours a day. But we play together a lot, so we're both really into it.

What do you think about celebrities in games nowadays?

Melinda: It depends on who the celebrity is.

Jose: I'd like to see Eminem in a game, PaRappa-style.

Melinda: I love John Leguizamo, so it'd be awesome to see him in a game. And Adam Sandler would be hilarious in a game, too.

What do you hate about games?

Jose: I hate the delays. I want games to come out when promised.

Melinda: I'm a semi-feminist, so I have certain issues about the girls in games. I don't find it interesting playing as a half-naked chick. I want characters I can relate to.

If you were hired to make a game what kind would it be?

Melinda: I'd like a Resident Evil/Silent Hill-type of game, but with more than two players. I'd also like a fighting game based on the battle of the sexes. Amazon women vs. sexist men, stuff like that.

Jose: I'd make the ultimate fighter.

What would you change in the video game industry?

Jose: At expos like E3, don't just show demos, let us play the games!

Melinda: I'd like more serious two-player action games. And I hate when they tone games down when they translate them. That's stupid.

WE WANT YOU!

If you love Couples games with your sweetie, we want to hear from you! Send us a letter telling us a little more about us, and your favorite couples games. Tell us why you may find your ugly mugs and gaming story in our magazine. If you're going to send a pic, only send digitized materials cannot be returned due to a lack time of letters we get. Send stuff to: OPM Couples c/o Ziff-Davis Media Inc., [illegible] Oakhurst, IL 60181-1008, or send it to [illegible]. If your letter as the Couple of the Month you'll win a free game along with notoriety!

Clish MacLaver Gossip Gossip

GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY

I've been balancing trips around the world with post-Christmas cheer this last month. On my journeys I've met some interesting people and have learned some cool info about projects on the way for both PS2 and PS one. It seems the older system is still far from being left behind.

TRIPLE-A PS ONE GAMES STILL ON THE WAY

Worried that there aren't going to be any top-quality PS one games anymore? Don't. After settling around some of my friends in developers' offices, I managed to come up with some news about a whole bunch of games that were thought to be PS2-only. Fancy playing Twisted Metal: Black on PS one? Apparently, there's a very good chance you'll be able to watch out for new 989 Sports games and possibly even Syphon Filter. If you aren't about to switch to PS2, don't worry – there are still a lot of cool games on the way.

CHRONO TRIGGER RELEASED AT LAST?

I was lucky enough to spend some time out in Tokyo recently, and while there, got to see some sake-drinking with a number of industry execs. Need-less to say, I was hurting after getting quite special treatment, far, drunk and informing me that I'd low that I wasn't going to keep with him no matter how hard he tried. Times he put his hand on my leg, he then started to mumble about recent projects he'd been privy to. Most interesting were his comments that his buddy at Square told him about Chrono Trigger's prominent release in the U.S. He also whispered so in the grand, ear about other previously unreleased Square games that could well follow. The reason for this? Apparently it's all down to con-

RAZIEL DESCENDS INTO PRODUCTION HELL

DRIVER 3 IN 2002

READY 2 RUMBLE GOES FOR A THIRD ROUND

BROADBAND ADAPTER FOR FREE?

TEKKEN 4 UPDATE

Rumor Mill

As I predicted awhile ago, the official Sony DVD remote is pretty special. I've heard that the U.S. version will ship with an enhanced version of the DVD drivers that will include a lot of extra features, bringing the unit more in line with a typical DVD player. • Despite the technology proving to be so popular in both Japan and Europe, it seems that SCEA's plans for PS one/cell phone connections are likely to go the way of the PocketStation. Right now, there isn't a wireless service in the U.S. that Sony feels it can partner with for taking the system online. • Speaking of PocketStation, there's rumors of a more powerful unit coming soon. • Following from last month's mention of Tony Hawk's Pro Skater 3, it seems that we may see the PS2 game arrive sooner than we thought, perhaps even by September. • Argonaut's Xbox launch game, the incredible looking Malice, may well also be developed for PS2.

PlayStation 2

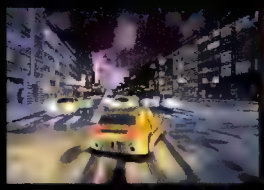
湾岸 MIDNIGHT CLUB STREET RACING

You know the rules, there are no rules.

"AN AMAZING SENSE OF REALITY...ONE OF SEVERAL MUST-HAVES FOR PS2 LAUNCH"
- GAMER'S REPUBLIC SEPT 2000

"AN EXHILARATING EXPERIENCE, ONE THAT YOU'D EXPECT TO GET FROM THE LATEST HOLLYWOOD BIG BUDGET CHASE SCENE, RATHER THAN A CONSOLE RACING GAME"
- NEXT GENERATION, JUNE 2000

CUTTING EDGE SOUNDTRACK FROM SOME OF THE WORLD'S LEADING TECHNO/DRUM AND BASS ARTISTS - DOM AND ROLAND, DERRICK MAY AND SURGEON



Race across two accurately modeled cities - New York and London!

Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.

Play in a persistent world with interactive traffic, pedestrians and law enforcement.

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB

TEEN T Animated Violence

HOLLYWOOD BANTER

Jovovich Resides in Evil

Milla Jovovich, best known for her role as Leeloo in *The Fifth Element*, has signed on to the developing Resident Evil movie, according to the *Hollywood Reporter*. Jovovich, whose name had been one of a number of actresses rumored to have been involved with the project for some time, will play Alice the Zombie Killer. Directed by Paul Anderson (*Event Horizon*) from his own script, the film will ramp up production in February, shooting on location in Berlin. The story will focus on a special military unit whose mission is the destruction of an out-of-control supercomputer. On the way, the unit must battle hundreds of scientists who have been mutated into flesh-eating zombies. Quite what that has to do with Resident Evil is anyone's guess. We realize there are zombies in it...but where's Umbrella?
www.hollywoodreporter.com

Ender's Game

OPM columnist Orson Scott Card is still pounding away at a script for the big-screen version of his award-winning novel. On a recent tour promoting his latest book, *Sarah: Women of Genesis*, he revealed that he's now in the third revision of his script. There's still no word on a director for the project, but ex-Jedi Jake Lloyd is hotly tipped to play child-prodigy Ender.

X-Men 2 Info

Those fans who bemoaned Gambit's absence in the X-Men movie have taken their plight to Ian McKellen. On his official site's X-Men E-Postings section, the actor is asked whether Gambit will make it into the next film. McKellen responds, "The sequel is currently under discussion and it's likely that the mutants will be augmented by characters from the comics who didn't make it into the first movie. It is still too early to know, and therefore to speculate on casting."

Patrick Stewart is also very aware of what's been going on with the X-Men sequel. While talking to E! Online (via scifi.com), the actor spoke of director Bryan Singer's negotiations, saying that the film's contractually attached cast is "keeping fingers crossed that Bryan Singer's going to direct the sequel."

Of course, talk of a sequel has been going on for quite some time. "We were talking about it the Monday morning after the first great weekend," says Stewart. "We were stunned and, of course, thrilled. We never allowed ourselves to dream of something so successful."
www.scifi.com
www.mckellen.com

Star Trek X Details

Rick Berman is finally starting to drop major hints about what we can expect to see in the 10th Star Trek feature film.

According to a tipster reporting to Dark Horizons, Berman appeared on the Los Angeles UPN affiliate talking about the coming film. The points Berman is said to have touched upon included interesting things that will be happening to Data—though he emphasized that death wasn't in the cards...at least as far as the film's writing meetings have been going so far.

Screenwriter John Logan is said to have created a baddie for the film that will be the greatest since Khan blew himself up, and it looks as if the Romulans will also take part in the film's story.

The film is being planned with an eye toward release in 2002. Meanwhile, rumors abound that there's a very high possibility the upcoming fifth Star Trek television series will occur in the time period before that of the original Trek series. Casting for the new series is said to have just begun.
www.darkhorizons.com

Who Will Be Female T3?

Rumors have been flying on Ain't It Cool News suggesting that WWF wrestler Chyna is a strong contender for the female Terminator in *T3*. According to *Variety* columnist Michael Fleming, though, Famke Janssen (Jean Grey of the X-Men movie) is also strongly tipped for the part
www.aintitcool.com
www.variety.com

Dafoe Confirmed as Green Goblin

Columbia Pictures confirmed that Willem Dafoe will play Norman Osborn, a.k.a. the Green Goblin, opposite Tobey Maguire's Spider-Man. Columbia also announced details of the story, which will center on (surprise, surprise) Peter Parker's transformation into Spider-Man. Norman Osborn, Spider-Man's archenemy, assumes his ghoulish persona after an experimental formula blows up in his face. The formula increases his intelligence and strength, but also drives him insane. Despite reports that the script is undergoing revisions, Columbia continues to attribute the screenplay to David Koepp (*Jurassic Park*). The film is slated to begin shooting in Los Angeles in January, then will move to New York, with an anticipated May 3, 2002, release.

Gellar Wants Out of Scooby?

Dark Horizons reported a rumor that *Buffy The Vampire Slayer* star Sarah Michelle Gellar may be looking to withdraw from the live-action movie of Scooby-Doo. The reason? Dark Horizons says that Gellar split up with Scooby co-star and real-life boyfriend Freddie Prinze Jr. and doesn't want to be in close proximity to her ex. Prinze and Gellar had reportedly agreed to play Fred and Daphne, who as we all know, were an "item" even if the show didn't touch on it much. The site also reported that Gellar may not be able to get out of her contractual obligations for the film. The site says that neither actor has issued any official word on the rumors.
www.darkhorizons.com

photography by Kate Garner Corbis/Outline

Where Fingerprints would be if controller wasn't glued to hand.

Friction burn got after getting in Hydra's Face.

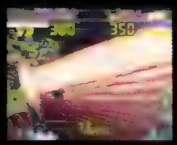
9 stitches. Exactly 12 less than I gave Qubeley.

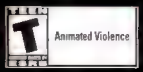
Minor blisters earned during 8-hour marathon.

Peppered pizza slice from all-night tournament in Hydra.

Burn got going toe-to-toe against Psycho.

THE GAME IS IN 2-D. THE PAIN ISN'T. IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB; USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.





Bookmarks

www.amihotornot.com
A site where [illegible] pictures of [illegible] called the cyber world. Beware. You [illegible] lose a whole day to this [illegible]

www.playstation.com
We present to you the official PlayStation Web [illegible] the PlayStation [illegible]

www.adcritic.com
All ads, all the time. Check out the [illegible] ads to [illegible]

www.cafepress.com
Get a band [illegible] advertising [illegible] CafePress [illegible] mugs and mouse pads with your design on them.

www.disturbingauctions.com
A site dedicated to finding the most bizarre items up for sale on Internet auction sites. A real hoot.

www.mp3.com/exnumberfive
www.mp3.com/sickshift
When Shaft Games asked us to put together a soundtrack for Razor Freestyle Scooter, they [illegible] MP3.com [illegible]

www.igenerationwrestling.com
If you read the Mia St. John interview [illegible]

www.mcsweeneys.net
Filled [illegible] with the [illegible] McSweeney's [illegible] and other [illegible] together the [illegible] published by McSweeney's.

www.balloonhq.com
Forget balloon animals—this site has everything you can think of.

Tony Hawk's Trick Tips Skateboarding Basics

Tony Hawk is a household name among gamers nowadays, so it's no surprise that the mad master of skate is going DVD with his skills. This 53-minute video, produced by 900 Films (who else?), is perfect for those of you too embarrassed to ask your 8-year-old neighbor how to do an ollie.

Basically Tony and a couple of skate buds will take you through different aspects of skating, ranging from constructing your board and loading up on safety equipment to trying out the vaunting tail slide. The coolest part: They know how difficult skating can be, so even when they're teaching you how to ollie, they recognize that it's the toughest thing to learn.

The DVD is also full of cool skate stuff that pops up VH1 Pop-Up Video style at the bottom of the screen. You'll learn the origin of different moves and that "goofy foot" isn't an insult.

If you want to learn how to skate, check this DVD out. It's entertaining and informative. And Tony Hawk is one good-looking man. *(Redline Entertainment, $19.95)*

Sound Station

By John Scalzi

The "Melodic Post-Punk" Issue! This month, we feature albums from bands who contributed to the Razor Freestyle Scooter and ESPN Winter X Games: Snowboarding soundtracks.

Ex Number Five: *...a history of...*

MP3.com Records
Featured In: Razor Freestyle Scooter

These guys describe themselves as "melodic post-hardcore," which I suppose is a nice, indie way of saying, "We're somewhere between Green and Smashing Pumpkins, minus the expensive production." But I think it works. Propulsive meat-and-potatoes rock with just enough punk sensibility to make your teeth tingle. Opening track "Not Go" sets the tone, and things tumble on from there. Get these guys some shiny production and they could be big. Big, I tell ya!

Final Score ●●●◐

Long Beach Dub Allstars: *Right Back*

DreamWorks Records
Featured In: ESPN Winter [illegible]

Music to get baked by. [illegible] Music [illegible] skater/surfer crowd [illegible]

Final Score ●●●●

MxPx: *The Ever Passing Moment*

A&M Records
Featured In: ESPN Winter X Games: Snowboarding

Now, this is what I call melodic post-hardcore, the sort of quasi-punk pop that makes like Blink 182 and Lil' Ivy have been using to ride that there gravy train. MxPx cranks out this sort of snappy punk. It's [illegible] stuff that bands [illegible] better than a lot of them] jamming through their songs in three minutes or less and giving the kids the daily requirement of bouncy pop beats they need without all that embarrassing teen idol sugar coating.

Final Score ●●●◐

Sick Shift: *Angry Badgers*

MP3.com Records
Featured In: Razor Freestyle Scooter

Oh, look, these guys are different. They're [illegible] choice. They're [illegible] melodic punk. Uh-huh. Look, just take the [illegible] from the album entirely above this one, and [illegible] and passion are here; that's basically where we're at. Sure, there's more of a speed-metal feel to the guitars in this one, but otherwise it's pretty much the same. [illegible] bands out there. [illegible]

Final Score ●●◐

Strung Out: *The Element of Sonic Defiance*

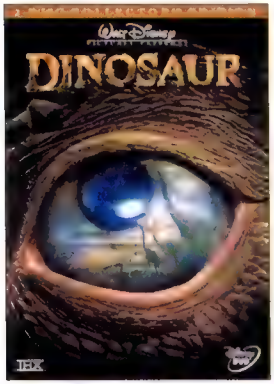
Fat Wreck Chords
Featured In: ESPN Winter X Games: Snowboarding

The first three tracks of this album are pretty much a waste of ones and zeroes, [illegible] good, speedy, thrashy thing. But things pick up around track four, "Blew," which takes on the contours of an actual song, and is pretty good one at that. Nice and aggressive, with a beat you can thump along to on your dashboard. Everything else from there works fine, if more of that melodic post-punk thing, of course, but with maybe an extra particle of genuine punk.

Final Score ●●◐

John Scalzi's been reviewing music since "melodic post-punk" referred to New York Doll David Johansen's reincarnation as Buster Poindexter. Learn, you get points. If you even have a clue as to what he's talking about here, visit his Web site at www.scalzi.com. The power of punk compels you!

DVD Reviews



Dinosaur Collector's Edition

The movie in which Disney spent something like $200 million to make its dinosaurs look breathtakingly and mind-bogglingly realistic, only to blow it all by making them speak and act like really vapid humans. Suspension of disbelief works only if you can't imagine the dinosaur taking an after-school job at the mall. Still, this flick's got some amazing eye candy, and the Collector's Edition package has some nifty toys, including deleted scenes, an interactive "making of" feature, and a "mixing board" that lets you fiddle with the dialog, music and special effects. So you can turn the dialog all the way down! Wheee!

Movie Score ●●◐
DVD Extras Score ●●●◐

Fun Trivia Fact.

I'm Gonna Git You Sucka

The Way of the Gun

River's Edge

When Harry Met Sally

Travelling Tunes

Creative Nomad Jukebox

Vital Stats

Size (W x H x D):
Weight:
Memory: 8 MB
Storage:
Battery Life:
Inputs:
Outputs:
MSRP:

Coming Soon

1/16/2001
Coyote Ugly
Disney's The Kid
The Untouchables

1/23/2001
Me, Myself & Irene
Bring It On
Dogma (Special Edition)
There's Something About Mary
The X-Files (The Movie)
Dirty Dancing

1/30/2001
Glory (Special Edition)
Jesus' Son
What Lies Beneath
Dinosaur (2-DVD Set)
Space: 1999, Set 1

2/6/2001
The Natural
The Program
Backstreet Boys
Elvis: That's the Way It Is
Hoop Dreams

Top 10 Charts

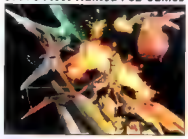
PS2 Top Ten

Now we have the [illegible] usual Top 10 [illegible] unmodable game [illegible] have been [illegible] in their homes (not enough, though). Can anyone [illegible] Fantavision scored the third highest PS2 [illegible]

Last Month	Title / Publisher	Rating
1	**Madden NFL 2001** *EA Sports* You won't get much of an argument from us about Madden holding down the top spot. It's got lots of everything, and that Franchise Mode will keep even the run-of-the-mill sports geek coming back season after season to draft that offensive tackle and get him over the hump. And with the smart use of a Madden Card, there's no stopping the 94-yard field goal from shocking the world.	●●●●◐
2	**Tekken Tag Tournament** *Namco*	●●●●◐
3	**Fantavision** *Sony CEA*	●●●●
4	**SSX** *EA Sports* OK, if you haven't heard, SSX is awesome. It's more than [illegible] some—it's awesomer than other PS2 games [illegible]	●●●●●
5	**NHL 2001** *EA Sports*	●●●●
6	**Midnight Club** *Rockstar*	●●●●
7	**Summoner** *THQ*	●●●
8	**Smuggler's Run** *Rockstar*	●●●●◐
9	**Ready 2 Rumble Round 2** *Midway*	●●●●
10	**Kessen** *EA Games*	●●●

[illegible]

OPM's Most Wanted PS2 Games



1 | Zone of the Enders
2 | [illegible]
3 | Gran Turismo [illegible]
4 | [illegible]
5 | Soul Reaver [illegible]
6 | [illegible]
7 | Twisted Metal: Black
8 | [illegible]
9 | Star Wars: Starfighter
10 | [illegible]

Japan's Top 10 PS and PS2 Games

1 | Super Hero Sakuser
2 | [illegible]
3 | Sunrise Eiyuu Tan F[illegible]
4 | [illegible]
5 | Hokuto no Ken
6 | [illegible]
7 | Dragon Quest VI
8 | [illegible]
9 | Hot Shots Golf
10 | [illegible]

OPM's Most Wanted PS one Games

1 | Fear Effect 2
2 | [illegible]
3 | Mat Hoffman's BMX
4 | [illegible]
5 | Dance Dance Rev[illegible]
6 | Dragon W[illegible]
7 | Twisted Metal: Black
8 | Bu[illegible]
9 | High Heat 2002 — 300
10 | [illegible] — Hbi Soft

Top 10 Selling Games, All Systems

1 | Pokémon Silver (GB)
2 | [illegible]
3 | Majora's Mask (N64)
4 | [illegible]
5 | NBA 2K1 (DC)
6 | [illegible]
7 | Madden 2001 (PS one)
8 | Tony H[illegible]
9 | Gran Turismo 2 (PS one)
10 | TW NF[illegible]

PS one Top Ten

[illegible]

Last Month	Title / Publisher	Rating
1	**Tony Hawk's Pro Skater 2** *Activision* There are games you play and there are games that become so engrossing that you've just missed four days of your life and you're still only on Venice Beach trying to get that stupid Hidden Tape which isn't hidden at all—it's right friggin' there!—but you keep missing it, and then you get it and then all of it, the missed meals, missed bedtimes, missed dates, is worth it. Welcome to THPS2.	●●●●●
2	**Madden NFL 2001** *EA Sports*	●●●●●
3	**Tony Hawk's Pro Skater** *Activision*	●●●●◐
4	**Gran Turismo 2** *Sony CEA*	●●●●●
5	**Driver** *GT Interactive* With Driver 2 on shelves now, let's all sit back and wonder if the original will have the same shelf-life as the first Tony Hawk.	●●●●
6	**Tekken 3** *Namco*	●●●●●
7	**Spec Ops: Stealth Patrol** *Take 2 Interactive*	●
8	**Spyro: Year of the Dragon** *Sony CEA*	●●●●●
9	**NBA Live 2001** *EA Sports*	●●●●
10	**Dave Mirra Freestyle BMX** *Acclaim*	●●●◐

www.jblsoundgear.com

SOUNDGEAR™

JBL

200-Watt Mini-System: 3-CD, Radio, Dual Cassette

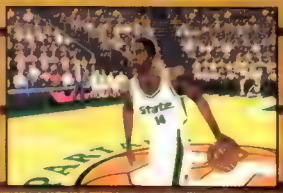
PRO SOUND COMES HOME™

Because rock bands
don't fit into bedrooms.

EVERYONE E CONTENT RATED BY ESRB

NCAA. www.989sports.com

PlayStation 2



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This year, instead of sending a check, be a good alumnus and give your school something it can really use. A National Championship. Who knows, maybe they'll even name a dorm after you. Play NCAA® Final Four® 2001 where any team can cut down the net and take the trophy back to campus. Over 1,000 motion captured moves of 300 Division I teams to help get you one step closer to the Big Dance™. Enjoy the Madness.

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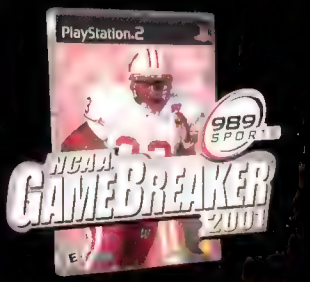

New Millenium Player Models

115 Division 1-A Teams and Stadiums

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E

Previewed Inside

Coming Soon

January

ATV Off Road	Sony CEA	Racing
ESPN National Hockey Night	Konami	Sports
ESPN NBA 2Night	Konami	Sports
F1 Racing Championship	Ubi Soft	Racing
MOK 2: Armageddon	Interplay	Action
NBA Live 2001	EA Sports	Sports
Oni	Rockstar	Adventure

February

Corner: The Next Mutation	Jaleco	Adventure
Disney's Dinosaur	Ubi Soft	Action
Eden	Eidos	Adventure
Gran Turismo 3	Sony CEA	Racing
NBA Hoopz	Midway	Sports
Onimusha: Warlords	Capcom	Adventure
Tiger Woods PGA Tour 2001	EA Sports	Sports

March

Age of Empires II	Konami	Strategy
Dark Angel: Vampire Apoc	Metro3D	Action
Dark Cloud	Sony CEA	Adventure
Driving Emotion Type-S	Square EA	Racing
ESPN MLS ExtraTime	Konami	Sports
Gauntlet: Dark Legacy	Midway	Action
Knockout Kings 2001	EA Sports	Sports
Ring of Red	Konami	Strategy
Shadow of Destiny	Konami	Adventure
Star Wars: Starfighter	LucasArts	Action
Star Wars: Super Bombad	LucasArts	Racing
WinBack	Koei	Action
Zone of the Enders	Konami	Action

Other Spring Releases

007 Racing	EA Games	Action
All-Star Baseball 2002	Acclaim	Sports
Army Men: Air Attack 2	3DO	Action
Army Men: Green Rogue	3DO	Action
Army Men: Sarge's Heroes 2	3DO	Action
Bloody Roar 3	Interplay	Fighting
The Bouncer	Square EA	Action
Commandos 2	Eidos	Strategy
Cool Boarders 2001	Sony CEA	X Sports
CMX 2002 I/R: Carmichael	THQ	Racing
Giants: Citizen Kabuto	Interplay	Action
Heroes of Might and Magic	3DO	RPG
Klonoa 2: Lunatea's Veil	Namco	Action
Mobile Suit Gundam	Bandai	Action
MadeinGroove	3DO	Music
Portal Runner	3DO	Action
Sammy Sosa High Heat 2002	3DO	Sports
Twisted Metal: Black	Sony CEA	Action
The World Is Not Enough	EA Games	Shooter

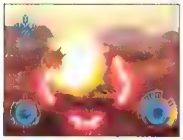
Future Releases

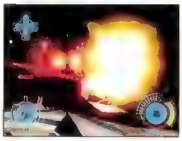
Armada 2	Metro 3D	Action
Baldur's Gate II	Interplay	RPG
Bust A Groove 3	Enix	Dancing
CART Fury	Midway	Racing
Crash Bandicoot	Konami	Action
Devil May Cry	Capcom	Adventure
Drakan	Sony CEA	Adventure
Dropship	Sony CEA	Action
Ephemeral Fantasia	Konami	RPG
Evil Twin	Ubi Soft	Adventure
Extermination	Sony CEA	Adventure
Final Fantasy X	Square EA	RPG
Fur Fighters	Acclaim	Action
G-Surfers	TBA	Racing
The Getaway	Sony CEA	Racing
Gunslinger	Activision	RPG
Half-Life 2	Sierra	Shooter
Harry Potter	EA Games	Adventure
Hardy Gardy	Eidos	Adventure
ICO	Sony CEA	Action
Kelly Slater's Pro Surfer	Activision	X-Sports
Kessen II	TBA	Strategy
Legacy of Kain: Blood Omen 2	Eidos	Adventure
Legacy of Kain: Soul Reaver 2	Eidos	Adventure
Legion: Legend of Excalibur	Midway	Strategy
The Lost	Crave	Adventure
Metal Gear Solid 2: Sons of Liberty	Konami	Adventure
Major Mayhem	Infogrames	Action
NASCAR Heat	Hasbro	Racing
Navy SEALS	Jaleco	Action
No One Lives Forever	Fox Interactive	Shooter
Pirates of Skull Cove	EA Games	Strategy
Red Faction	THQ	Shooter
Run Like Hell	Interplay	Adventure
Silent Hill 2	Konami	Adventure
Sled Storm 2	EA Games	Racing
Soldier of Fortune	Majesco	Shooter
Star Trek Voyager: Elite Force	Majesco	Shooter
Stunt GP	Infogrames	Racing
Supercar Street Challenge	Activision	Racing
Test Drive Off-Road: WO	Infogrames	Racing
WDL: War Jetz	3DO	Action
WipeOut Fusion	Psygnosis	Racing

Star Wars Ep. I: Starfighter

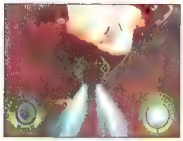
Close, yet still too far, far away

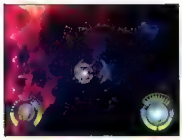
After a couple of delays, **LucasArts** is finally set to release it. March

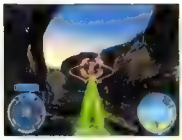


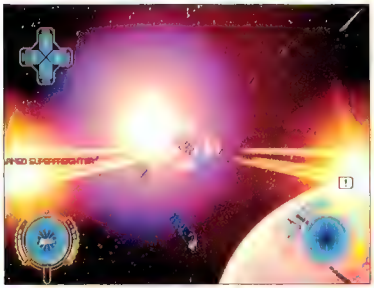


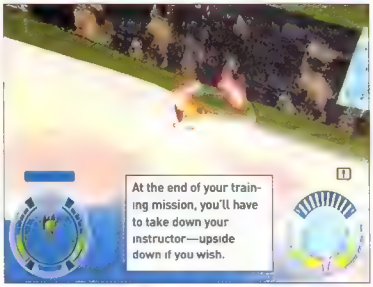
Sometimes you just have to break from the action and enjoy the view...



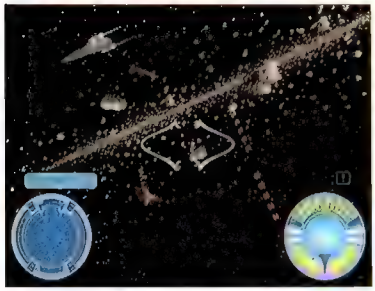






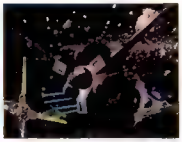


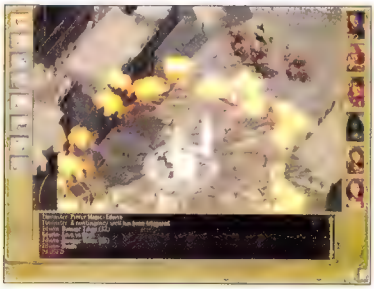
At the end of your training mission, you'll have to take down your instructor—upside down if you wish.



Your Duty

See Queen Amidala's sleek silver ship in the screen to the left? Your second mission pits you and several other Naboo cruisers as her royal highness' only protection against mercenary ships hired by the Trade Federation. That's not the only skirmish you'll have with your sworn enemy, though. Since the events of Starfighter occur during the timeframe of *Episode I*, your final test comes against the droid control ship seen at the end of the movie.

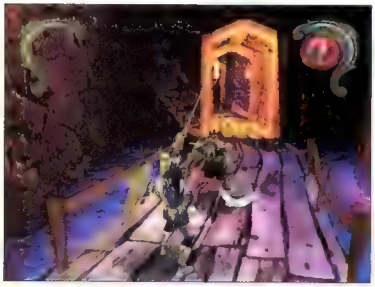


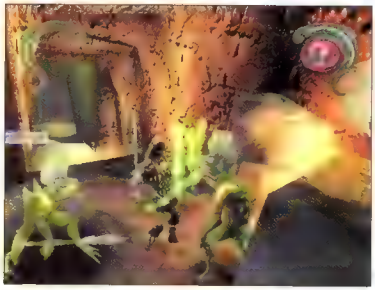


Baldur's Gate II

Interplay

fall





Warriors of Might and Magic

3DO

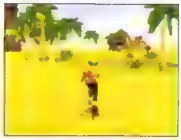
now

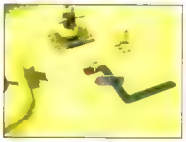
Dark Cloud

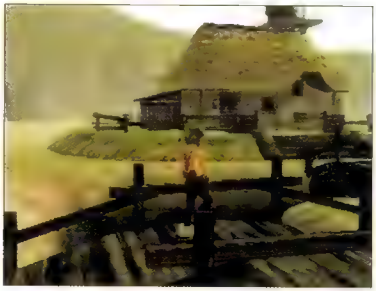
Still covered by a cloud of mystery

Sony CEI

late first-quarter







To Arms!

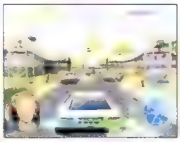
DC's battle system appears to use an auto-lock function similar to Soul Reaver or the N64's Zelda, but with a much larger selection of moves, giving battles an almost fighting-game pace. A recent video also showed a great deal of cinematic activity during battles: The camera pans and cuts to dramatic angles, and battles include *Matrix*-like slow-motion interludes. All in all, the action appears extremely fast and diverse. We can't wait!

007 Racing

Bond's PS2 debut

spring

EA Games



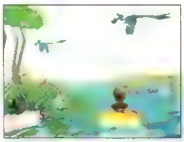
Star Wars Ep. I: Super Bombad Racing

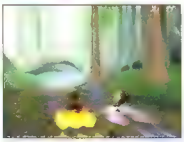
Looking super bomgood

March

Lucas Learning

Call us crazy, but SBR might actually give us a reason to *like* Jar Jar! What better taunt is there than a three-foot-long tongue?

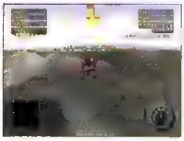


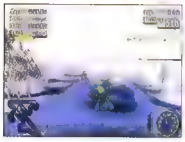


ATV Offroad Fury

The PS2's Excitebike?

Rarely does a game bring all of us together. But **Sony** Fury, due out in **January** 2001. The game featur and Kawasaki and forget all that. All you n The environments are day, getting lost. But on a series of different features Primus, Alice



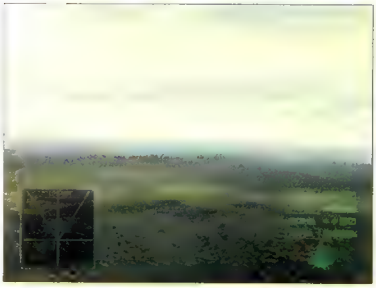


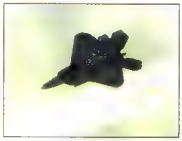
ATV's shadow effects are outrageous. Even if you're soaring over the Grand Canyon, you'll see an appropriately sized shadow far below.

Ace Combat 4

Flight simulation hits the PS2

Namco delivered these When 2001





YOU KNOW YOU LIKE IT DIRTY.

WILD?
YOU CAN SAY THAT AGAIN.

WILD WILD RACING takes classic arcade-style off-road racing to all-new dimensions. Drive a dirty driven action bonanza. With the technology of the PlayStation®2 series, power entertainment, speed and unprecedented realism, WILD WILD RACING doesn't just break ground. It tears it up and throws it in your face. Face-breaking spectacular landscapes, bull extreme stunts and take your friends to dueling school in split-screen head-to-head action. It'll knock your socks off.

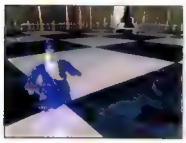
PlayStation 2

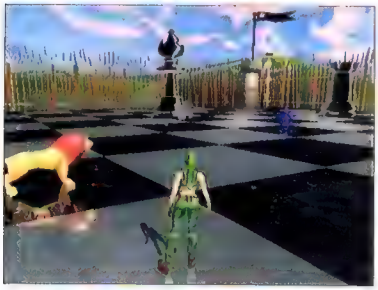
Visit www.esrb.org or call 1-800-771-3772 for more info.

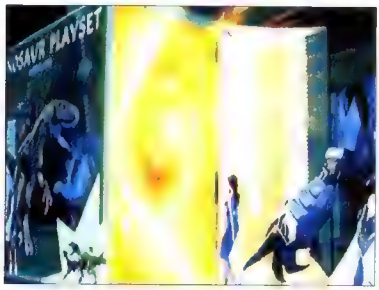
Portal Runner

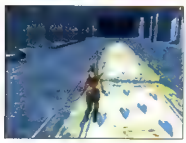
A.k.a. Army Woman

You may not see the words "Army Men" in front of this **3DO** offering. [illegible] man squeeze, the voluptuous Vikki, this **spring** release expands [illegible]









Knockout Kings 2001

Haymakers to the chin never sounded so good

This looks good. It looks really good. It looks like Muhammad Ali is throwing the black glove at Frazier [illegible]

March **EA Sports**

some sweet face- and body-mapping technology, meaning every feature is covered—even down t [illegible]

Femmes Fatale

Think chick boxing is a hoax? Think it's just some powder-puffs trying to pillow each other in the face while men cheer and jeer? Think again. The four women in KK2001 are for real, and they'll slug the bejesus out of you if you don't respect them. Check out our interview with Mia St. John on page 32 to learn more about one of these women capable of knocking you out in more ways than one.

A long time ago in a galaxy far, far away...

TOTAL CARNAGE!

From the creators of Vigilante 8 and Vigilante 8: 2nd Offense

STAR WARS DEMOLITION

Dreamcast.

PlayStation®

Total Vehicular Combat Available Now!

TEEN T CONTENT RATED BY ESRB Animated Violence

demolition.lucasarts.com starwars.com

LUCAS Arts®

The Adventures of Cookie & Cream

At first glance, **Agetec**'s new action puzzle [illegible] might [illegible] simple, but honestly, it's a blast. Designed for two [illegible] players, you and a mate tackle a series of strange [illegible] the clock. But the cool part is that [illegible] fact, [illegible] **spring**

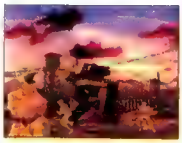
Disney's Donald Duck: Goin' Quackers

Sure, **Ubi Soft**'s PS2 version of Goin' Quackers [illegible] recent PS one release, but [illegible] slightly sharper graphics and slightly different gameplay, might [illegible] eat on to give it a good [illegible] Donald's trademark attitude as the star of this platformer as he sets out to rescue Daisy from the evil wizard Merlock. Goin' Quackers should be available in stores **now**

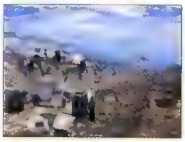
Ring of Red

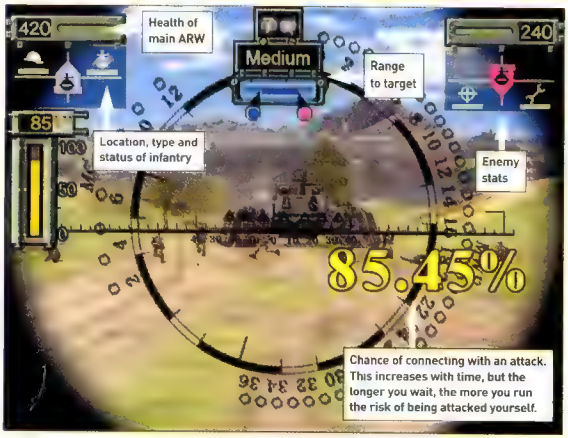
So much for peace and love

[illegible] **Konami** [illegible]



[illegible] AFW plot [illegible] **March** [illegible]





BANDAI

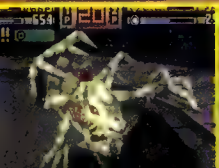
PlayStation

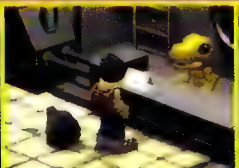
CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

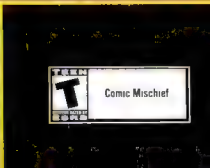
If you're going to try playing Digimon World, you'd better make sure you're wearing a pair of underpants. See, some of these Digimon are so vicious and twisted they [illegible] actually [illegible] from television. That's okay with them, there are more things to blow up in video games [illegible] like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

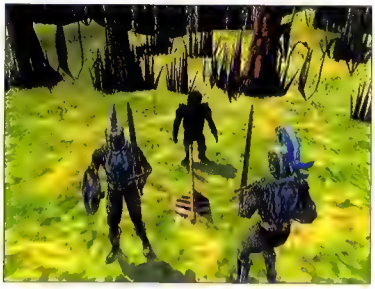
DIGIMON

DIGIMON WORLD









Heroes of Might and Magic

What's the difference between a Hero of Might and Magic as opposed to, say, a Crusader or a Warrior? Apparently, at least as the premise for this **spring** release from **3DO** might indicate, Heroes are much more likely to partake in turn-based RPGs. So, as one of four different types of Heroes commanding as many as five different armies at one time, it's up to you to seek out the magical Dragonbone Staff [illegible] ing 26 castles for the forces of good along the way. Heroism, indeed.

Army Men: Green Rogue

In what **3DO** describes as "an attempt to capture the purity of arcade gaming," the Army Men series has a new hero this **spring**—a Captain America-like supersoldier called the Green Rogue. As this unstoppable warrior, you and a friend can simultaneously embark upon 16 total stages of what might best be described as a 3D Ikari Warriors. On an upward-scrolling screen, collect power-ups and blast away at Tan soldiers with a wide assortment of destructive weaponry.

Metal Gear Solid 2: Sons of Liberty

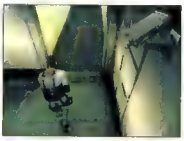
Play it sooner than you think

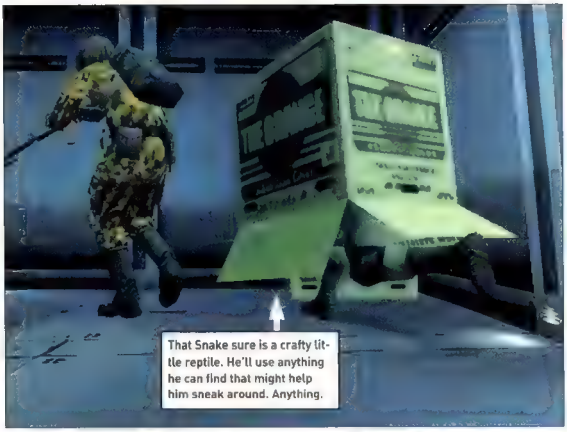
Few games have ever created the buzz that **Konami**'s Metal Gear Solid 2 is currently enjoying. [illegible] It certainly seems worthy of every page of coverage we've ever devoted to it. Aside from being the sequel to one of the greatest PS one games ever, no other title rep[illegible] to the kind of graphics and gameplay the PS2 is capable [illegible]

But, like all things good and beautiful, MGS2 is a ways off—**almost a year off** to be [illegible] exact. Don't fret, though. A demo will be hitting our shores this March if you preorder a copy of Zone of the Enders. A demo recently played before us. A demo that made us very, very happy.

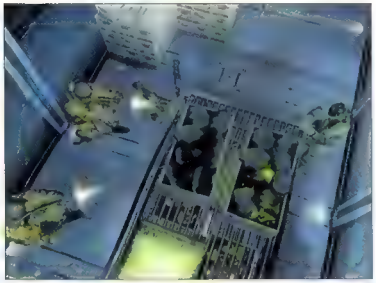
First of all, MGS2 looks just as good in real-time as it did in the E3 movie. Every bit of detail and glitz seen in the video occurs in the actual game. The glass shattering, the super-smooth first-person perspective, the perfect shadows—it's all there. And it's all gorgeous. The gameplay seems to have a new emphasis on non-lethal ways of taking out guards. One of your new weapons is a dart gun, which leaves your foes resting on the floor, complete with little "Z's" floating over their heads. But now, thanks to MGS2's smarter guards, you'll have to drag and hide the sleeping beauties before other patrolling foes find them. Very c[illegible]

The question is, how much gameplay will actually be on the dem[illegible] in-game cinema, which involved Solid Snake taking out baddies using non-bloody methods—sneaking around in a cardboard box, screwing up and running (and dive-rolling) away from guards, finally getting shot up in a hallway. Konami said the demo should keep players busy for at least an [illegible]





That Snake sure is a crafty little reptile. He'll use anything he can find that might help him sneak around. Anything.



Aside from such obvious targets as enemies, Snake can blast elements in his environment to bits. Here, he's busy tearing a magazine to shreds. As it flies through the air, its direction depends on the physics of the bullets. (We can only hope that's not a copy of *OPM*.)

ESPN MLS ExtraTime

Hey, hardcore sports guys. Soccer is cool. Really. Think of it this wa
It's called football in all the other countries. With **Konami**
soccer effort, the company hopes the MLS faithfu will
with comple
off in **March**

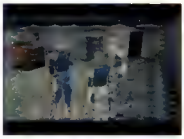
Legion: Legend of Excalibur

When you think of real-time stu
come to mind isn't **Midway**
typically
7 Studios
November
that
the Con
somewhat

WinBack

Have no fear, S.C.A.T. is here

Will **Koei**'s new third-person shooter, expect Hollywood-sty
Omega Force
March



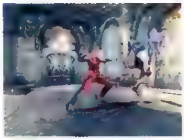
Back Story

S.C.A.T. (Strategic Covert Actions Team) is a special military unit of ladies and gents, each with his or her own useful military specialty. It's attached to an independent government agency with the sole purpose of dealing with emergency situations that call for stealth and secrecy. Jean-Luc Cougar, the main character, is part of this elite organization, which can only be called to action with the approval of the Department of Defense.

Devil May Cry

Because even evil lords of hell get sad sometimes

Capcom

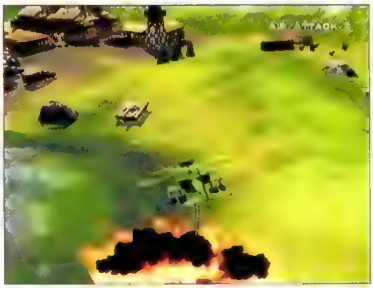


late this year

ESPN National Hockey Night

Konami

this month



Army Men: Air Attack 2

3DO

spring

Might and Magic VIII: Day of the Destroyer

tesy of **Imagineer**

3DO

Soldier of Fortune

Majesco

fourth quarter

Silent Hill 2

Making noise once again

Konami

third quarter

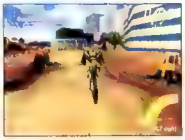
Explanations

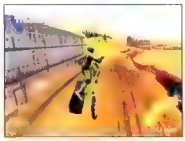
Even though almost everyone who played the first Silent Hill thoroughly enjoyed it as a masterpiece of video game horror, many finished it not fully understanding exactly what had happened. The sequel promises to shed light on some of the unexplained mysteries, even going so far as to delve into the history of that mysterious, fog-ridden town. Of course, it stands to reason that only more questions will arise—but that's what Silent Hill 3 is for.

CMX 2002 featuring Ricky Carmichael

Mind-boggling attention to detail

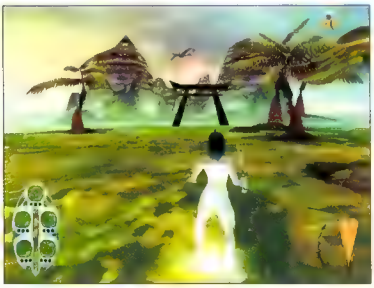
This next evolution of **THQ**'s Ricky Carmichael series looks to take a huge leap forward in terms of realism. How big a leap, you ask? Well, in a recent conversation, developer **Pacific Coast Power & Light** [illegible] may remember them from the latter Jet Moto games) clued us into this little gem. In an almost fanatical attempt at accuracy, the design[illegible] assembled GPS coordinates for all the real-world courses and [illegible] built them into the game using topographical data from government [illegible] satellites. And with the two-kilometer sight distance, you'll be able to clearly notice all the ups, the touches, all. It takes is a game like this, where from certain vantage points you can see the entirety of the [illegible] hilly track, to prove that [illegible] of the realism, as the bikes themselves are modeled with [illegible] detail. Take a look at a replay and you'll notice the front and back shocks compressing independently and even parts of the engine moving on their own. It's not surprising, considering each bike is made up of around 8,000 polygons, with the riders weighing in at about 1,000 apiece. Hopefully the gameplay will show the same attention to detail. You'll have to wait until **spring** to find out, though.





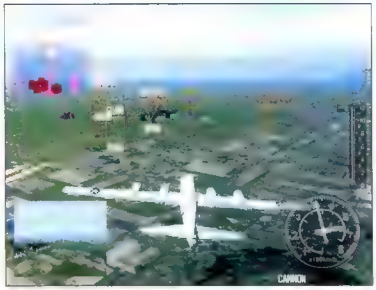
Roll Call

CMX 2002 will include even more hot names from the world of motocross. Signed up so far are Mike Larocco, Jeff Emig, Greg Albertyn, Carey Hart, Mike Cinqmars, Ezra Lusk and Mike Jones—plus Ricky Carmichael, of course—and the lineup's not even finalized yet. Plus, the game will include real-world competitions, like Loretta Lynn's Amateur National Championships and the THQ U.S. Open, with the biggest monetary prize in motocross.



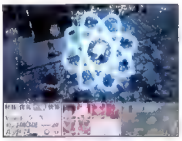
Giants: Citizen Kabuto

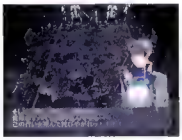
Recently released on the PC platform to favorable reviews, Giants: Citizen Kabuto is now being planned for a release on the PS2 thanks to **Interplay**. The game places you in control of one of three alien factions intent on controlling an island. Taking into account that the developer **Planet Moon** is comprised of former employees of Shiny Entertainment (Earthworm Jim, MDK), expect lots of unique gameplay when the game hits the PS2 **later this year**.



Kuusen

Roughly translated as "Dogfight," Kuusen seat[illegible] Japanese and American war plane[illegible] the present. You can determine where your opponents are with the game's handy 3D radar, which [illegible] to work your way through Campaign Mode. And whe[illegible] connections to last year's Orphen might be apparent, the game's heart, **Kadokawa Shoten**, is responsible for this aerial adventure.





Global Folktale

Th real-time strategy RPG from **Idea Factory** requires effect ve army manag ment well t med button combos, and all-around deep thinking A U.S. version seems likely—we ll certainly keep you posted

Onsen Takkyu

Yep, this is exactly what it looks ike ping pong Thanks to **Psikyo** Japanese gamers wi soon be able to play a PS2 ve sion of the first sport represent ed in video games But w l it make it over here Doubtf

Angel's Present: Marl Kingdom Story

Out now in Japan, this PS2 follow-up to Rhapsody features more musical drama and plenty of puppets to collect and use

Shadow of Destiny

Live...die...repeat

Ever w sh you could go back and [illegible] events in your life in order t bring about a different outcome? Sure, we all do But Eike Kusch never imagined he d actually get the chance Of course, he may [illegible] shed for a second chance a bit more [illegible] ers since he s dead Sort of But not for long

Confused? Then you re right where **Konami** wants you Your mission in this gorgeous adventure game is [illegible] tep into the [illegible] quered shoes of Eike (pronounced simply, Ike) and solve the [illegible] tery of his own murder But th [illegible] death [illegible] t life after death just not in the [illegible] re term You re confused again aren t you [illegible] beg ns with Eike s murder but after he [illegible] expires, he awakens to discover himself in an otherworldly environment, keep ng company w th a strange, supernatural-looking [illegible] who helps h m back into the land [illegible] the living and set him on the path to solving the mystery of his own murder [illegible] fully preventing it once [illegible]

The method of this madness is a time-traveling devi [illegible] Eike visit his own [illegible] arch of clues as [illegible] A ints h m dead But every l tle act on E ke [illegible] past has a far-reaching [illegible] n th s demo had E ke travel a hundred years into [illegible] a present day museum, where he encounters a man deliberating whether to build a museum or a library A short conversation, a trip back to the pr [illegible] at the [illegible]

And that s barely scratch ng the surface of [illegible] remarkably deep game You ll be able to div [illegible] March

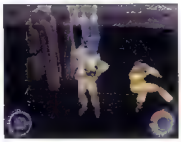
Oni

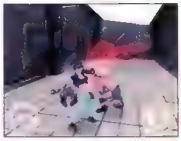
Get to know Konoko

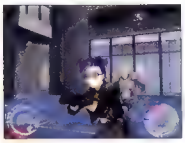
Rockstar

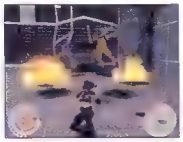
Bungie

end of January







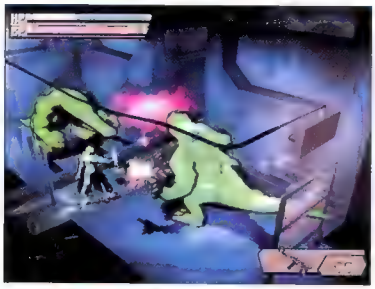


Rally Circuits Africa

Rage Software

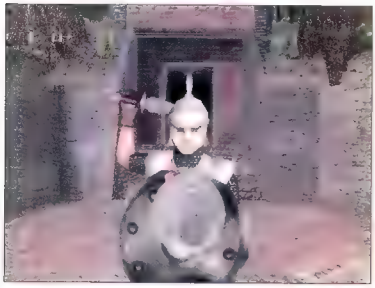
Sagashi Ni Ikouyo

Sony Computer Entertainment The game is slated for a January



DNA

Hudson de [illegible] **now** [illegible] **Infogrames** [illegible]



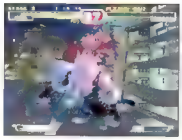
Lunatic Dawn Tempest

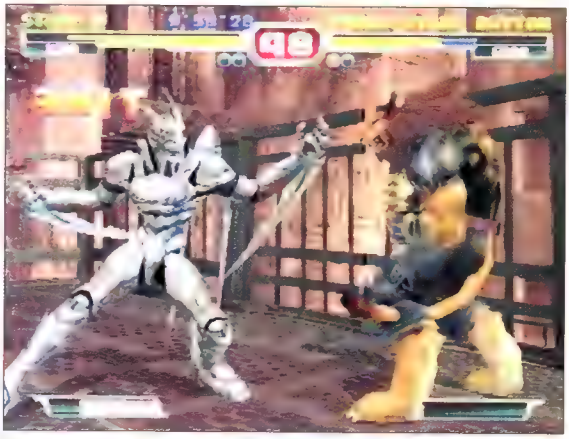
Don't let the title fo[illegible] **ArtDink** that [illegible]

Bloody Roar 3

Talk about Animal Planet!

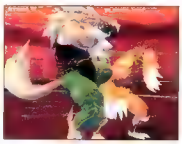
[illegible] **Interplay** in the **spring** [illegible]





Were-withal

At this point, it appears that the character roster in Bloody Roar 3 is almost identical to that of Bloody Roar 2 (and hence nearly identical to Bloody Roar 1), with the omission of Bakuryu, whose alter ego was a mole. What follows is the lineup so far, with each character's respective animal incarnation in parentheses: Alice (rabbit), Busuzima (lizard), Gado (lion), Jenny (bat), Marvel (leopard), Shen Long (tiger), Stun (insect), Uriko (cat) and Yugo (wolf).



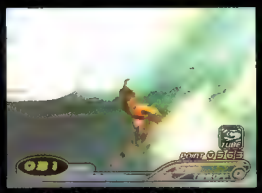
PlayStation 2

SURFING H3O

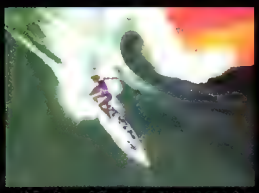
SOUND TRACK COURTESY OF

HOPELESS RECORDS

Next generation wave modeling physics



6 epic waves to master



11 playable characters each with unique abilities

Over a dozen aerial tricks can be linked for unlimited combo's!

WWW.ROCKSTARGAMES.COM/SURFINGH3O

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ASCII

PHOTO BY TOM SERVAIS

Previewed Inside

Coming Soon

January		
Dance Dance Revolution	Konami	Dancing
Digimon World 2	Bandai	Adventure
Dark Stone	Take 2 Interactive	RPG
Ford Racing	Take 2 Interactive	Racing
Goofy's Fun House	NewKidCo	Action
Mega Man X5	Capcom	Action
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	X-Sports
Sesame Street Sports	NewKidCo	Sports
Vanishing Point	Acclaim	Racing
February		
Blaster Master: Blasting Again	Sunsoft	Action
Burstrick Wake Boarding	Crave	X-Sports
Disney's Aladdin in Nasira's Revenge	Sony CEA	Action
NASCAR Racers	Hasbro	Racing
NickToons Racing	Hasbro	Racing
Rescue Heroes: Molten Menace	Mattel	Action
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	Adventure
World's Scariest Police Chases	Fox Interactive	Racing
March		
Alone in the Dark: The New Nightmare	Infogrames	Adventure
Disney/Pixar's Toy Story Racer	Activision	Racing
Mat Hoffman's Pro BMX	Activision	X-Sports
Point Blank 3	Namco	Shooter
The Simpsons Wrestling	Fox Interactive	Wrestling
Time Crisis: Project Titan	Namco	Shooter
Triple Play 2002	EA Sports	Sports
Future Releases		
Arc the Lad Collection	Working Designs	RPG
Backyard Football	Infogrames	Sports
Batman: Gotham Racer	Ubi Soft	Racing
Buffy the Vampire Slayer	Fox Interactive	Adventure
Castlevania: Akumajou Dracula	Konami	Action
Fear Effect 2: Retro Helix	Eidos	Adventure
Fly 2001	Take 2 Interactive	Action
Inspector Gadget	Ubi Soft	Action
Looney Tunes: Sheep, Dog 'n Wolf	Infogrames	Action
Planet of the Apes	Fox Interactive	Adventure
Roswell Conspiracies	Ubi Soft	Action
Scooby Doo!	THQ	Action
Syphon Filter 3	Sony CEA	Action
Twisted Metal: Black	Sony CEA	Action
V.I.P.	Ubi Soft	Adventure

World's Scariest Police Chases

Running shady guys off the road

Remember the time you were being chased by the [illegible] freeway and that chopper swooped [illegible] over? That was awesome. Seriously, if you've ev[illegible] gruesome cops-and-robbers car chas[illegible] can make your fantasy [illegible]

With **Fox Interactive** s[illegible] either officer or bad guy in over 50 story based m[illegible] may be asked to search for and apprehend s[illegible] VIPs, or engage in some [illegible] hard, there are 15 assignments in the Bad Boy mod[illegible] must avoid the law after break in [illegible]

A cool part of the game is the New Om[illegible] allows for two-player cooperative policing in the Fr[illegible] mode. Other multiplayer options include Deathmatch [illegible] Weather effects [illegible] up the adventure by adding [illegible] be-caught magic [illegible]

Commentary by TV sera[illegible] er nice touch to this **February** [illegible]

Camera Tricks

How could this game possibly come off like the strangely inviting television show? First off, there's the commentary by show host Sheriff John Bunnell, and second, there's a lot of positives to be said about the camera work. The sweet helicopter-eye view brings you to the sky for a great look at the action. Also, a dashboard-mounted camera view brings you right into the action. All of it together make us reminisce about O.J.'s failed getaway.

MTV Sports: T.J. Lavin's Ultimate BMX

Tunes, tailwhips and pedaling all mixed in one!

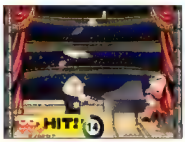
With this particular extreme game from **THQ**, you play as T.J. Lavin, one of the cast of merry [illegible] Bestiary [illegible] Pedaling through three environments [illegible] Meat [illegible] Nah. Then, consider that [illegible] Grab [illegible] Power Meter [illegible] how much [illegible] spring

Tune In

With any rip-roaring MTV-sponsored game, you're going to end up with, at the very least, some great tunes. On this soundtrack you'll find POD, Kottonmouth Kings, SR-71, Ghoulspoon, Millencollin, Hotwire, Frenzal Rhomb, UXB, 187 and Unwritten Law. Though we haven't heard of all these guys yet, if Lavin lives up to the standard other extreme games have set, we'll be happy to listen in.

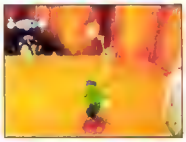
Point Blank 3

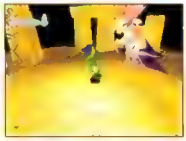
The zany, madcap fever of Point Blank is reaching new heights in the third installment of **Namco**'s crazy shooting carnival. Like its predecessor, PB3 is GunCon compatible, the first lightgun game since the last PB, and features Dr. Dan and Dr. Dee once again in five different types of game modes, which reach over 80 new and games. Probably the coolest feature is that eight people can strap into this wacky adventure. Look for all the shoot-em-up action in **March**.

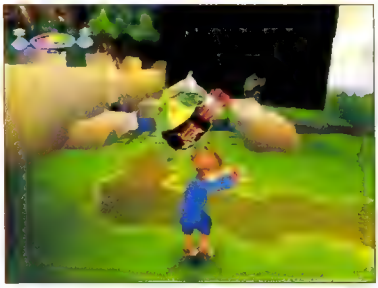


Monster Force

Oddsbodies all, you're pointing your life you've wondered the eternal question: What were Dracula, Frankenstein and the Wolf Man like when they were kids? Well, wonder no more. Thanks to **Konami** and **Universal**, this **March** you will take control of all three of these terrifying terrors as they take on an anime-inspired look. Monster Force's gameplay involves plenty of puzzle solving, as well as special attacks to use against the forces of evil.

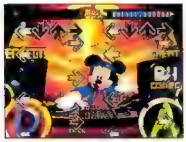






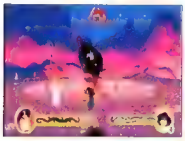
Dance Dance Rev.: Disney's Rave

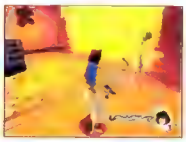
For **Konami**'s latest Japanese Dance Dance Revolution title, the company has teamed with **Disney Interactive** to combine the gameplay of DDR with remixed versions of a handful of Disney songs, including "It's a Small World" and "Supercalifragilistic expialidocious," plus oldies like "Surfin' USA" and "Twist Again." The new Dance Magic mode allows you to battle a friend or the computer to see who's the best dancer by filling up an attack meter that toughens matters for your opponent.



Disney's Aladdin: Nasira's Revenge

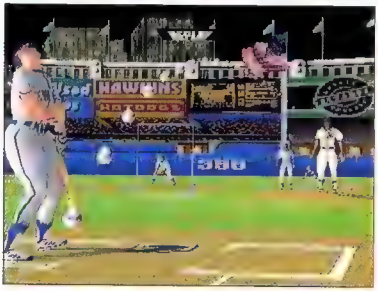
No, we've never heard of Nasira either, but as the ev[illegible] we can see why she's out to get Aladdin. Although [illegible] has tolled the power-hungry sorcerer [illegible] responsible for his death [more than [illegible] in **February** release **SCEA** invites you to take control of Aladdin, Jasmine and Abu in their quest to halt Nasira's vile plan through nine stages of Arabian action. Also included are Genie, [illegible]

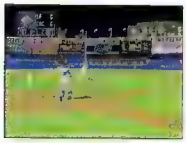


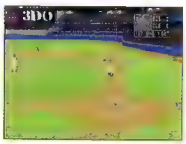


Sammy Sosa High Heat Baseball 2002

Many a gamer dismissed last season's High Heat [illegible] the [illegible] cult-to-sell [illegible] game for **3DO**'s baseball enterprise [illegible] **April**. N[illegible] textures, [illegible] and overhaul [illegible] brigade [illegible] baseball [illegible] month for all the other goodies in the [illegible] Amer[illegible]



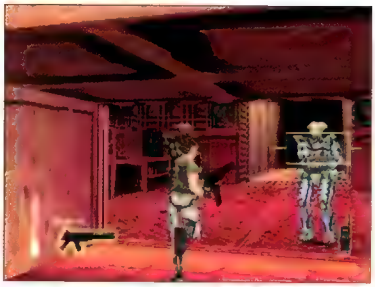


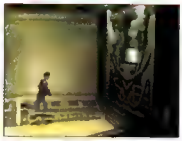


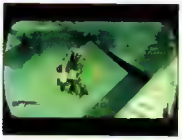
C-12

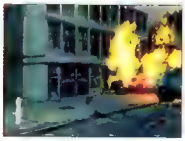
PS one power!

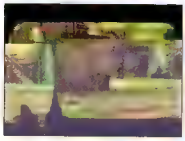
[illegible] date on this great-looking 3[illegible] alien invasion based action game created by **Sony Cambridge Studios** [illegible] this **spring** [illegible]

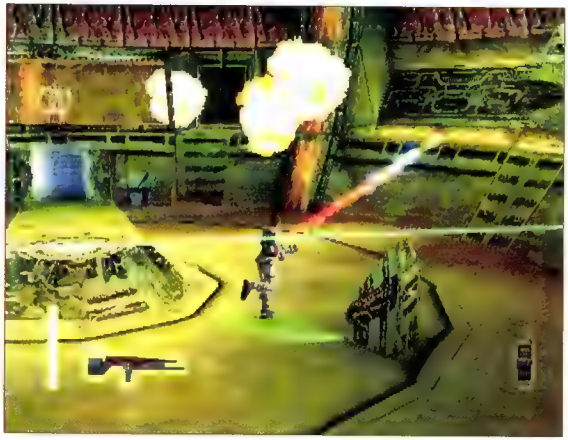












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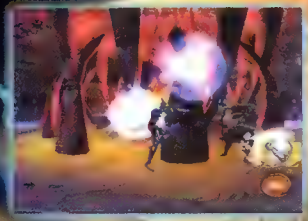
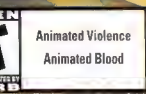
MDK2 ARMAGEDDON

PlayStation 2





Animated Violence
Animated Blood

Z.O.E.

BATTLE AT THE EDGE OF THE UNIVERSE

by Sam Kennedy

As you emerge over the crest of a chain of skyscrapers and look down over the expansive futuristic urban setting, you're immediately taken by surprise by the military droids waiting for you on the other side. Intent on quickly putting an end to you, they begin to throw massive doses of firepower your way. You dodge to the left, evading a spread of laser fire, then boost to the sky, quickly zooming over a giant swarm of rockets. Simultaneously, you're able to fire your own series of laser blasts back at your adversaries. Stray fire causes buildings to crumble all around you, causing explosions and electric blasts that set the night sky ablaze with color. Below, cars swerve to avoid the debris, some not quite making it. You can tell because you can hear the screams. Almost instinctively, you swoop down and place yourself in front of the remaining structures, and battle the droids sword to sword, so as to eliminate reckless fire. You dodge one blade as you grab an enemy and toss him into his partner. You blast another foe with your secondary cannon. And then you fittingly take out the final droid with a massively charged ball of electricity.

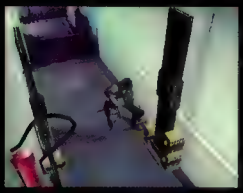
What's surprising about this whole undertaking is that through it all, you never once think about controlling your mechanized suit. You don't have to. No, not because the AI handles it for you. And no, not because it's a CG cutscene. You are actually controlling your mech—you are actually pulling off all these incredible attacks and acrobatic feats—but never once do you have to think about it. Never once do you realize that you're actually controlling every move of the key to the survival of mankind.

continued on page 79

MONTAGE OF JUPITER AND THE GALILEAN SATELLITE EUROPA NASA ID P-21631C

MGS2 DEMO

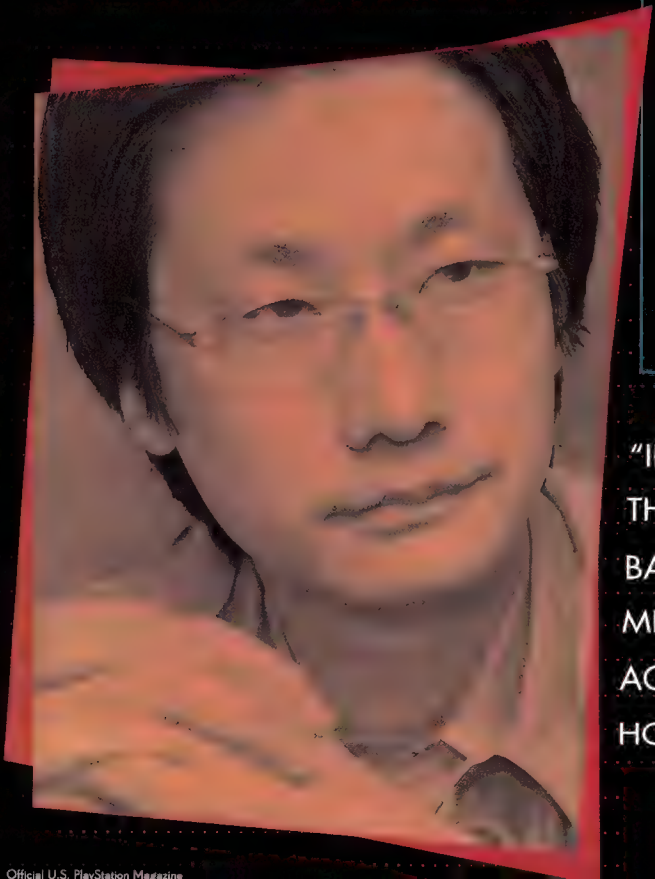
As Clish mentioned last month, Konami decided not to package the MGS2 demo in with Z.O.E. in the States. Thankfully, the company has opted to still offer the MGS2 DVD to buyers of Z.O.E., but in order to take advantage of the offer, one must pre-purchase it from select retailers.



RELATIONSHIPS DO MATTER

Z.O.E.'s story revolves around three central characters, Leo Stenbuck (right), Viola (center) and Celvice Klein (left). Leo, whom you control, is a youth who has difficulties getting along with others. Viola plays the part of the main antagonist, as she is an adjunct battery officer for the Bahram army. And lastly, Celvice is a girl who volunteers her time at a church and looks after orphaned children. The loss of both her parents during their emigration to Antilia has left her alone in the world. "She can be thought of as the compassionate character," producer Ken Ogasawara informs. "She will be with Leo throughout most of the story." Which does bring up the question of whether some sort of love interest could develop between the two.

Another relationship that isn't yet so clear is the one that develops between Leo and the Jehuty's (the mech suit) ADA artificial intelligence. "Leo and the AI develop together and the AI adapts and evolves as their relationship develops," Ogasawara explains. "Ultimately, how the AI develops will depend upon Leo and his actions."



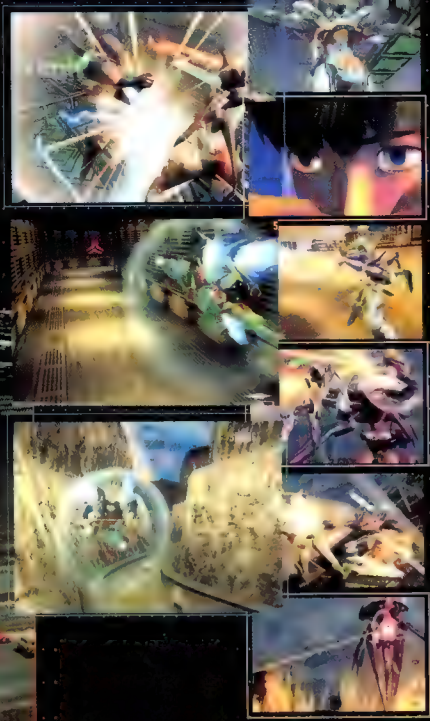
"IF YOU LOOK AT THE DESIGN AND BACKGROUND OF THE MECHS, I THINK YOU'LL AGREE THAT THEY ARE HOLLYWOOD-CALIBER.

-HIDEO KOJIMA

The Battle Begins
Enemies can throw firepower at you that can set the entire screen ablaze with color

Wear Protection
Jehuty can withstand enemy attacks by formulating a forcefield around itself

It's all in the little details
While attacking from high in the sky, watch as little cars pass below



continued from page 76

It's not often that you pick up a controller to play a game and realize that it just feels utterly perfect in your hands. Where every slight move you make is faultlessly represented on screen. Where every motion feels so smooth that you never have to think twice about the buttons you press. Where, essentially, that controller becomes a natural extension of your being. But, rare as they may be, such games do exist, and every once in a while we will stumble across such a gem. And Konami's new robot animation game Zone of the Enders is definitely one of them. The second you pick up the controller to play, you know it just feels right. You know that it's something truly fresh, original and incredible.

"We wanted to emulate the way a mech moves about in Japanese anime films," director and scenario writer Noriaki Okamura tells us. "Don't you think it's cool to see that the mechs in Gundam can be controlled by two sticks? That's what I wanted to do. It was a challenge for us, but we wanted to make everything flow smoothly, just like in the movies." And that, without a doubt, Okamura and his team accomplished. Flying around is as simple as moving the left analog stick in the direction you want to go. Leveraging your mech up in the air is as elementary as pressing one button, and to bring it back down is as easy as pressing another. To attack, you simply press the action button, and depending on whether you're close or far away you will deliver short or distant range assaults (sword for short, projectiles for far). And then you've also got special weapon attacks just another button away, with boosts and shields a click away on your shoulder buttons. Not to mention that certain combinations of buttons can produce different results. It may sound a little complicated, but the magic of it all is that it never gets confusing. You never feel overwhelmed, and you certainly never think about what you're doing. There's no time to. You boost right, swing to the left, dodge below, and don't even catch a breath—you can only focus on what's ahead.

THE BEGINNING

The Z.O.E. project actually began more than two years ago. Members of Hideo Kojima's Metal Gear Solid team split off to start a new game, in a new genre. The assembled team originally toyed around with a title that would make use of magic and spells, which ultimately went nowhere. Kojima then asked Okamura about what sort of game he would do if given the chance. Okamura jumped at the opportunity. "I always wanted to develop a game that features robots," he explains, chuckling to himself. A big fan of robot anime series, Okamura went on, "You can't make these games unless you're really into them. Fortunately, we had a lot of people on staff with anime background, such as Mr. Nishimura, character designer for Gundam X, so we were able to go ahead with the project." But in the early days of development, it wasn't even decided that the game would end up on the PS2. "We didn't specify any console, although we knew we wanted this on a next-generation platform," Okamura explains. "We wanted to develop a game that simply could not be done on a PlayStation, and I don't just mean graphically. I mean in terms of the whole experience." And with that in mind, Okamura began to create his Space Odyssey.

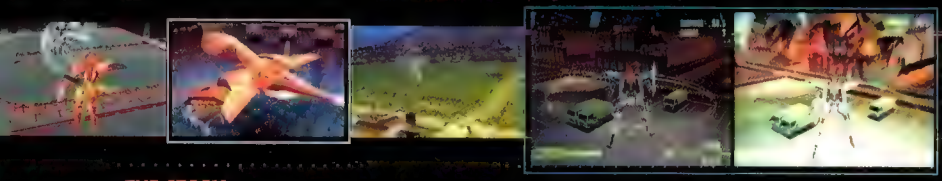
INFRARED AND VISIBLE IMAGES OF JUPITER — NASA TO POWER

Go For the Leader
A strategic tactic in Z.O.E. is to take out the leader first, causing the other enemies not to operate as well

A Little Boost
Boosters allow you to zoom around the screen and can also give extra power to weapons when used in conjunction with each other

RPG Elements
You stroll upon battles just as you would in an RPG—as soon as the enemy is encountered, the game switches to a battle mode

MONTAGE OF GALILEAN SATELLITES



Make Some Noise
It's easy to lay waste to just about anything in the game. Watch the fire spew forth as each building gets blown to bits

THE STORY

It is the 22nd century, and giant leaps forward in orbital transport and the discovery of the potent fuel-like substance Metatron have resulted in the human race's rapid colonization of Mars. A United Nations Space Force (UNSF) has been created and there are now 16 counties on Mars, each governed by its respective Earth country. However, on Mars there is little sign of prejudice and racial conflict. In fact, the counties of Mars have worked together to build a strong sense of camaraderie and community, which directly relates to a low sense of national affiliation with their homelands on Earth—that, and the thousands of miles of space in between the two planets. Many inhabitants begin to push for Martian independence. One group in particular, located in Vascilia County, holds the most vehement anti-Earth ideologies and maintains its own independent military. Vascilia County has also conducted research into developing a weapon to use against Earth called an Orbital Frame.

Take a moment and let's transport to another area of the solar system—the next planet out, to be more precise. A colony called Antilia has been constructed on the Jupiter moon Europa L5 as a support base for the excavation of Jupiter's resources, which include Metatron. It is the most remote of all civilian outposts and is home to over 100,000 laborers. It is also where the Orbital Frame research and development was continued after conflicts on Mars. However, the UNSF has forcibly occupied the area over concerns arising from the Orbital Frame—and in order to secure the Metatron resources. Unfortunately, the Vascilia army knows of this. And shortly after, it begins an attack on the colony. Within hours Antilia is set ablaze with warfare.

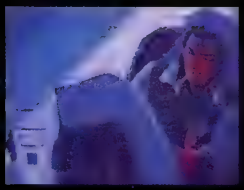
During this same time, Leo Stenbuck is walking with his friends. He calls them friends, although he doesn't always feel as though they're exactly that friendly to him. Thanks to his shy nature, Leo often accepted much ridicule from the bunch. Suddenly, in a flash of explosions all around him, Leo's friends are killed by the Vascilia army. He runs and is haunted by what just happened. But not only because his friends just died and he couldn't help them. Rather, because right before they were killed, some part of him happened to be thinking about what things might be like if they weren't around anymore. As he runs, he suddenly stumbles upon the conflict of the war, the Orbital Frame, called Jehuty. The key to civilization's existence, Jehuty is a war machine that can be controlled by a human inside it. Leo enters.

ENDER'S GAME REDUX

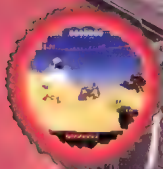
Besides the use of the word Ender, Zone of the Enders shares more than a few similarities with regular *OPM* contributor Orson Scott Card's critically acclaimed sci-fi novel Ender's Game. As in Z.O.E., the novel stars a young boy. However, his main objective is to save the Earth from aliens, unlike in Z.O.E. where you must save your colony from a fanatical military regime. "Let's just say that I am aware of the novel," said Okamura, laughing. "It's a masterpiece and I enjoyed it very much."

FLASH BACK

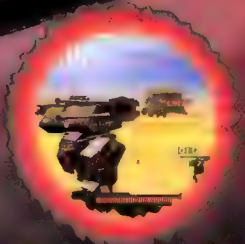
Before Metal Gear Solid, Okamura and Kojima collaborated on such popular (in Japan at least) projects as Policenauts and Snatcher. Although there's been many a petition for Konami to bring Policenauts to the U.S., the company recently told us it "simply won't happen."



GUNGRIFFON BLAZE™

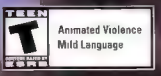


IN A POST-APOCALYPTIC FUTURE LAW ENFORCEMENT HAS A BOLD NEW LOOK



"*Easily* one of the best PS2 launch titles."
— Gamers' Republic

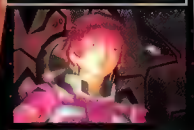
PlayStation.2

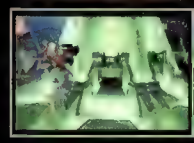


Our games go to 11!™

Z.O.E. TV
An anime TV show based on the Z.O.E. universe will be launching this spring in Japan

Woah Momma
Some of the bosses can be literally 10 times your size. The one pictured to the right is actually considered small!





THE BEGINNING

[illegible] all a result of our affection.

[illegible] show was created by Osamu Tezuka, often referred to as [illegible] robots on TV.

[illegible] mond his robot via a cool wristwatch or other sort of remote [illegible] was even a Japanese version of Spider-Man that featured a [illegible] robot to control.

In most cases, the robots in these shows will transform into [illegible] tured a robot that was made up of 15 small robots that would dock and then create this massive [illegible] one. It was a silly idea, but somehow it works for the kids. After all, all these cool little gizmos are great for getting kids to buy all of the show's merchandise.

But in terms of story, a lot was changed in the '80s. The first prominent show to do this was *Gundam*. It was an epoch in robot animation history. The show featured a story about a boy who happened to be involved in a war. [illegible] The robots were still robots, but the [illegible]

In more recent years, however, an anime show called [illegible] story more in tune with the lives of people today, the show also featured a new look for the robots. Because of the show's originality, it immediately inspired lots of other anime series and video games.

[illegible] unfortunately, most video games featuring robots based on [illegible] Z.O.E. could spark a new revolution in mech robot games in [illegible] own anime series next year.

—*OPM's* Man in Japan, Yutaka Ohbuchi

An intriguing and emotional story from Okamura should come as no surprise to those familiar with his previous works. Although he acted as a programmer on games such as MGS and Policenauts (his first project at Konami), he's well known for having written the stories and scenarios for the highly successful (Japan only) *TokiMemo* drama series. "I've enjoyed writing for a long time," Okamura explains. "During the development of Policenauts, I felt that making games based around the writing of someone who doesn't really know games isn't all that great. So I gave it a shot with the first *TokiMemo* drama title under the consultation of a professional writer." His work on the *TokiMemo* drama series earned him the title of "game scenario writer who loves to make you cry" in Japan. As for whether or not Z.O.E. could make an American gamer cry, he responds, "To be honest, since I don't know English I can't be sure. But I did attend the English voice dub sessions and I could definitely feel the heat from the actors. They all responded very well to the material, so I think it should go over well with U.S. gamers. I really don't know if you could cry, but I'm sure you'll at least feel the emotion." But with that said, Okamura is quick to point out that he doesn't want gamers to think they will be inundated with story when they play Z.O.E. "You need a good story to motivate gamers to play, but too much is too much," Okamura comments. "This is a video game after all."

> I AM THE WRITER AND I HAVE SOMETHING TO TELL THROUGH THIS GAME.
> —NORIAKI OKAMURA

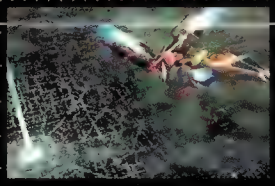
MORALITY

One of the main themes of Z.O.E. is that of human morality, a realm few games ever delve into. Throughout the game you will be faced with decisions that will affect your relationships with others, including Jehuty's AI. "The morals go back to the main theme of the game, which is Life and Death, and each character's perspective on it," explains producer Ken Ogasawara. "Each character has a different background which gives him/her a different take on it. For example, Leo sees other kids die in front of him, and it leaves him feeling guilty about his inaction to save them. Viola has lived in battle and has a

GO FOR TWO

Z.O.E. also features its own two-player battle mode. "It can be described as a fighting game like Psychic Force," says Okamura. "We thought about trying split-screen, but after considering the controls, we decided to go for the side-view perspective."

THE WOW FACTOR



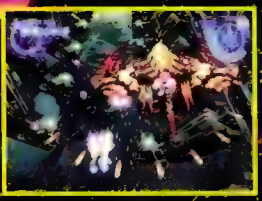
Z.O.E.'s graphics are stunning. The attention to detail is mindblowing. Scrape the bottom of your mech along a building and sparks will fly with a trail of ash following. Look down to the city streets and see moving cars and streetlights. Just as incredible is that everything can be destroyed, spewing lights and fire everywhere. It's shocking. "We had to make this thing look as good as possible," says Okamura. "It was really hard to pull everything off. During the development we spent most of the time making PS2-quality 3D models and motions, which was such a time-consuming process. I'd tell our guys to make one enemy character and it would take two months! But he enthusiastically goes on to state that this is just the beginning. "I know that we didn't use all the PS2's capability yet. Next year you'll see some truly amazing games for the PS2."

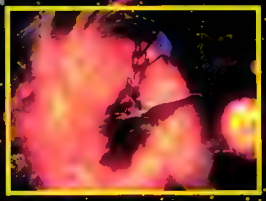
SILPHEED

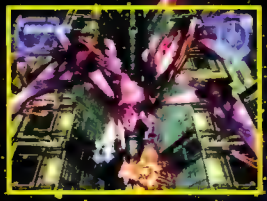
THE LOST PLANET

Believe in Your Pilots
Hope for the Best
Pray for a Savior

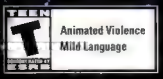
"A visual feast for PS2 owners...in shooter heaven."
– Gamers' Republic







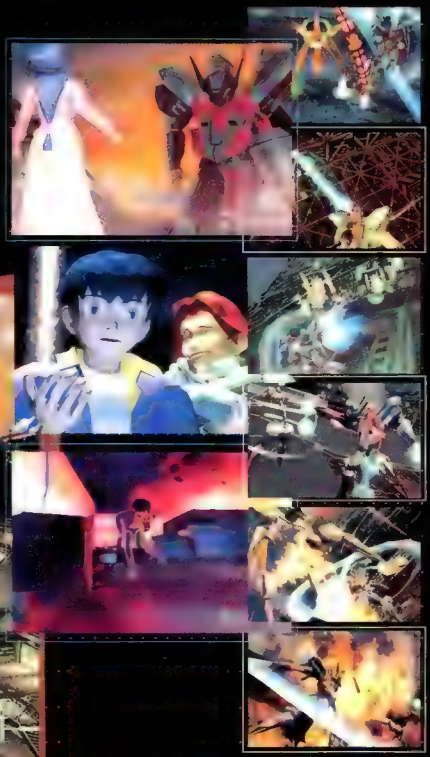
PlayStation 2



Our games go to 11!™

Now You're Thinking
One strategy to cut down the destruction of buildings is to draw the fire of enemies elsewhere

In the Line of Fire
The game counts civilian casualties and building destruction, which can alter the outcome of your adventure



death wish. So her take on it is different. Jehuty's AI has no morality on death or life since her main objective is to be efficient in battle." Okamura then chimes in with an explanation of how the game even tests the player's morals. "You need rules to the game. In this game, one of the major aspects is saving people. This is the rule. The player knows what he should be doing next, where he needs to go in order to advance the game. But when he sees fire on the ground, what will he do?" Okamura laughs as he poses the question. "Or take for example this more extreme situation. Your health is low and you know where you need to go in order to regain it. But you see fire and hear the screams of people below. If you go to regain your health first, they will surely die. This is a hero's dilemma," he jokes. "It's sort of an experiment for me."

THE KOJIMA TOUCH

Although Z.O.E. isn't slated to release until the end of March in the U.S., the game is essentially already complete. "Right now we are tweaking things for finalization," Okamura points out. But this extra time is all part of the Kojima studio's constant struggle for perfection. Both the MGS2 and Z.O.E. teams are working overtime to get their respective games ready for this year. Oddly enough, the two don't cooperate with each other as would be assumed. "The development of Z.O.E. and MGS2 began around the same time, so we originally talked about cooperating with our development—we intended to use some elements from MGS2," Okamura says. "But we didn't. The two are just very different games, so we needed separate materials only for Z.O.E." Kojima agrees, but he informs Japanese magazine *Dengeki PlayStation* of one element shared: "At least in both, you battle with style!"

It's been a long two years for Okamura and his staff of around 30, but their robot animation game is almost complete. Interestingly, it would seem as though he'd be excited to work on more with Z.O.E. We ask if he'd like to continue the Z.O.E. story in another game. "Well, the end of Z.O.E. definitely piques your curiosity as to what could happen afterward," he admits. "And yes, I would love to do a sequel. But I don't think about it at all at this point. Right now, I'm only thinking about finishing the game."

OKAMURA'S VISION

"Zoe means 'life' in Greece. The game deals with life as a theme, so that's why I chose Z.O.E. And Enders stands for those whose lives are in the outfield of the game. They are the space colonists you can save."

ART OF MGS AND Z.O.E.

Yoji Shinkawa, known for his work as character and mechanical designer of Metal Gear Solid, has created all of Z.O.E.'s mechanical designs. Many of his designs, such as Jehuty, find their roots in his school-day sketchbooks. Shinkawa states that his favorite medium for doing his designs is with a paint brush, and then he scans his illustrations onto his computer. Also, the character designer of Z.O.E. is Nobuyoshi Nishimura, known for his work on the anime series *Gundam* and *PATLABOR*.

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TEEN T
Mild Animated Violence
Mild Language
Suggestive Themes
CONTENT RATED BY ESRB




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GAMES REVIEWED

PlayStation 2 games are in blue; PS one games are in red.

THE FINAL SCORE

●●●●● We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

• *Greg Sewart, editor at* Electronic Gaming Monthly, *helped us out this month with Tomb Raider: Chronicles. Really, Greg, we have to stop meeting like this.* •

Be Whatever You Want

John Davison
Editor In Chief

MEET THE CRITICS

JOHN DAVISON

FAVORITE GENRES: Driving
CURRENT FAVORITES: Rayman 2
CAN'T WAIT FOR:
amihotornot.com rating 9.6

JOE RYBICKI

FAVORITE GENRES:
CURRENT FAVORITES:
CAN'T WAIT FOR:
amihotornot.com rating 6.5

GARY STEINMAN

FAVORITE GENRES:
CURRENT FAVORITES:
CAN'T WAIT FOR:
amihotornot.com rating 8.0

CHRIS BAKER

FAVORITE GENRES: Action, RPG, Adventure, Sports, Strategy
CURRENT FAVORITES: EA Sports
CAN'T WAIT FOR: Fast eva
amihotornot.com rating 8.3

TODD ZUNIGA

FAVORITE GENRES:
CURRENT FAVORITES: PS2
CAN'T WAIT FOR: Heat 2002
amihotornot.com rating 7.5

SAM KENNEDY

FAVORITE GENRES:
CURRENT FAVORITES:
CAN'T WAIT FOR:
amihotornot.com rating 6.6


ESPN Snowboarding


F1 2001


ESPN Snowboarding


F1 2001

ESPN Winter X Games Snowboarding

Publisher Konami
Developer [illegible]
Web Site www.konami.com

You know, when you're [illegible] playing a game and [illegible] enjoyed it [illegible] fun to [illegible] pretty to look at and you scream and cuss because it's like, impossible [illegible] That might [illegible] ESPN's new snowboarding game.

No, let me say that it's upsetting this game [illegible] right out of the box. It features **eye-popping character models** (though real time backgrounds would've been nice) and enough depth to float the [illegible] iceberg-like game [illegible] sinking.

I want a snowboarding game like Other [illegible] not the [illegible] but though [illegible] snowboarding game [illegible] hold my interest [illegible] Trick X [illegible] that [illegible] getting incrementally better at any trick-based game, but with this it's impossible. **The trick set is limited** and doing more daring tricks rarely offers up decent points. I'm flipping backflip after backflip and it's not worth as much as a lame grab combo.

The game's presentation is a [illegible] point. But it might wear you out. You're forced to see [illegible] thing. [illegible] avoid [illegible] upon [illegible] be tired by the time you get to play.

This game is for the most patient and calm people on earth. [illegible]

Final Score ●●●
Todd Zuniga

E — **Players: 1-2 players**
Memory Card: 457 kb

F1 Championship Season 2000

Publisher EA Sports
Developer EA [illegible]
Web Site [illegible]

[illegible] right [illegible] first into playing with [illegible] this game. Take a look at the [illegible] shots. [illegible] A [illegible] this [illegible] pathetically [illegible] in the presentation department.

OK, slavering over. Now, **can someone please tell me why the AI drivers behave like such imbeciles?** Play the game on pretty much anything except the highest [illegible] difficulties. Take the [illegible] experience on the first lap of the Belgian Grand Prix. The entire pack [illegible] just boot up a US [illegible] after [illegible]

Run [illegible] the top three and [illegible] that even the straggliers are being [illegible] they're still jockeying for good [illegible] and [illegible] real [illegible] mental enemy. And there's no apparent team play, either. While [illegible] Herbert [illegible] opponents and [illegible] several times, it's just madness. [illegible] tell you. Ultimately, I have to say that **the PS one version of the game I reviewed last month is actually much, much better.** What a shame.

Final Score ●●◖
John Davison

E — **Players: 1-4**
Memory Card: 156 KB

Driving Emotion Type-S

Just don't ask *which* emotion

Publisher [illegible]
Developer [illegible]
Web Site [illegible]

[illegible] **it's nearly impossible to avoid lethal oversteer.** [illegible] the developers also had [illegible] qualities, and **if you have the skill and patience to plumb the depths of this racer, you may be pleasantly surprised.** [illegible] takes a bit more time. If you [illegible] faster than your stock [illegible] And it's almost all down [illegible]

Words can't quite describe how realistic the inside view is. [illegible] **handle with surprising realism.** You'll need to pay close [illegible]

A TOUR OF THE GARAGE

[illegible]

Alfa Romeo [illegible] BMW [illegible] Honda [illegible] Type R [illegible] Ferrari [illegible] JGTC [illegible] Mazda [illegible] Mitsubishi [illegible] Nissan [illegible] Porsche 911 [illegible] Subaru [illegible] Toyota [illegible] TVR [illegible]

[illegible]

Final Score ●●◖
Joe Rybicki

E — **Players: 1-2**
Memory Card: 28 KB


NCAA Final Four 2001


NCAA Final Four 2001


NCAA GameBreaker 2001


Rayman 2 Revolution

NCAA Final Four 2001

Publisher [illegible]
Developer [illegible]
Web Site [illegible]

[illegible] **a complete lack of basketball integrity** [illegible]

The flaws in this bullet-to-the-brain of college hoops are endless. [illegible]

[illegible] great games [illegible] thing again and I feel like crying

Final Score ●
Todd Zuniga

ESRB E — **Players: 1-8 players**
Memory Card: 62 KB

NCAA GameBreaker 2001

Publisher [illegible] ony CEA
Developer 989 Sports/RedZone
Web Site www.989[illegible]

[illegible] CEA [illegible] game was just a few m[illegible] GameBreaker 2001 [illegible] **GameDay with school spirit** [illegible]

[illegible] **game. Just so you know.** [illegible]

This game had better be a year early or I'm an ugly stallion. If it [illegible] great games [illegible] **Final Score** ●
Chris Baker

ESRB E — **Players: 1-8**
Memory Card: 303 KB

Rayman 2 Revolution

Publisher Ubi Soft
Developer Ubi Soft
Web Site www.ubisoft.com

Five or so hours into Rayman Revolution, I put down the controller and stepped away from my desk to grab a quick snack. When I returned, I was treated to a charming sight. The [illegible] limbless hero of the game [illegible] like a basketball [illegible] on his finger, tossing it about like he was trying out for the Harlem Globetrotters.

Now this in and of itself might not be all that interesting. After all, game characters have had amusing [illegible] animations for a long time now. But [illegible] because there's a very good chance you'll never see it otherwise.

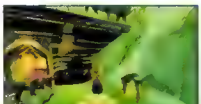
And just why is that, you ask? Well, [illegible] because Rayman Revolution is such **a beautiful, compelling, well-done, enjoyable game** that you're not likely to ever have an idle moment, and as such you may just miss this quirky detail.

With this PS2 version (although, [illegible] correct, as the game has new levels, a new hub system, and a greater emphasis on exploration than the previous incarnations of Rayman 2) the gameplay has been refined to near perfection. Control is simple and effortless, leaving you free to focus on how much fun you're having. The superbly designed levels contain **a nice mix of puzzles, action, mini-games and exploration**, with plenty of secrets to uncover. The game looks like a living cartoon. With so much detail and bits of life that you'll often find yourself wandering about, just taking in the sights. And the characters are simply adorable. But in a manly sense, as this cast will appeal even to gamers who think Spyro should be throttled for his overabundance of cuteness! Rounding out this package is the bouncy, catchy music. In fact, Rayman's world is so persistent, so alive that it lends an almost RPG feel to what's primarily an action game.

Only a few minor quibbles keep this game from a perfect score. Rare, but frequent load times, very occasional slowdown, and the **typical camera issues that plague 3D platformers**. But even this last problem is easily overlooked, as Rayman still sets one of the best cameras in this genre, second only to the Spyro series and Mario 64.

Final Score ●●●●●
Gary Steinman

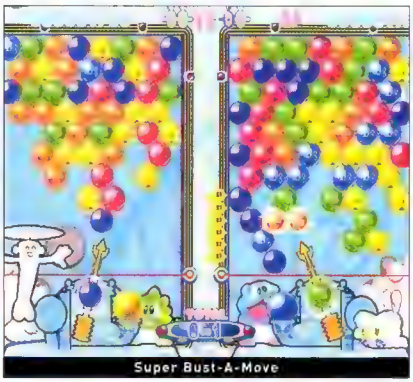
ESRB E — **Players: 1**
Memory Card: 278 KB


Rayman 2 Revolution


Rayman 2 Revolution


RC Revenge Pro


RC Revenge Pro


Super Bust-A-Move


Theme Park


Top Gear Dare Devil


Theme Park


Top Gear Dare Devil

RC Revenge Pro

Publisher Acclaim
Developer Acclaim Cheltenham
Web Site www.acclaim.com

While playing through one of the tracks in RC Revenge Pro—a spooky house track, specifically—I thought to myself how glad I was to see the game in its shiny new state on the PS2. You see, I was a fan of this particular track on the original PS one version of the game in general—and I remember how I was anxiously awaiting the PS2 version a few months ago. But then I also began to think about how little had changed with this particular level. Sure, everything did look nicer with its new textures and smoothing, but **is this all that the PS2 is being used for?** Does porting a game to the PS2 only require you to enhance the visuals slightly? Well, this seems to be the case for RC Revenge isn't so much a bad game as it is a game that is filled with potential that has been dropped on the market without much care.

One way to be certain of this is actually in the graphics department. **Yes, things have been significantly improved visually, but why—WHY—are there areas with slowdown?** And why are there parts where the game will fall into a lower resolution mode or fail to alias things correctly? I'd highly doubt this was due to Acclaim Cheltenham's coding ability (the Acclaim/Psygnosis guys did a great job on the PS one version), but rather the team not having enough time (like a good majority of holiday releases).

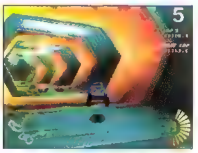
To Acclaim's credit, there are some areas with new touches such as **moving characters in backgrounds and special effects** like splashing puddles on the ground, but these do little to enhance the game. Also, a new world was added (although it's not as good a level of the others). But on the downside, the camera was closer to the cars, which I did play a bit (for the worse in my opinion). Also, **the game itself seems to have been slowed down a tad, making it less intense.** What's that about?

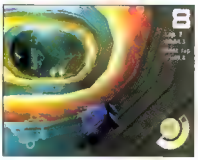
[illegible] kart racer. And that's such a shame.

Final Score ●●◐

Sam Kennedy

Players: 1-2
Memory Card: 199 KB





RC Revenge on PS2 looks immediately more impressive with its better textures and fancy smoothing effects.

Super Bust-A-Move

Publisher Acclaim
Developer Taito
Web Site www.acclaim.com

[illegible] since its inception on the Neo•Geo [illegible] years ago, we've all seen what [illegible] like hundreds of iterations of the Bust-A-Move games. And [illegible] all followed basically the same formula, which is to say, you [illegible] different-colored bubbles [illegible] match the colors together. And it's a really good formula, but unfortunately it has changed very little over the years. And **with this latest game, once again little has changed.** It features elements of previous versions, but some aspects [illegible] fortunately missing [illegible] with all sorts of really bright animations and other effects. It's by far the best looking [illegible] be. Music and sounds are similar to [illegible] and finally, And [illegible] is addictive as [illegible]

But that doesn't necessarily [illegible] version of the game. **Bust-A-Move 4 for the PS one offers lots more gameplay features than this new "Super" game** and it's likely about half the [illegible] graphics aren't as important to you, you might want to stick with that version. Either way you win.

Final Score ●●●

Sam Kennedy

Players: 1-2
Memory Card: 124 KB

Theme Park Roller Coaster

Publisher Bullfrog
Developer EA Game[illegible]
Web Site www.ea.com

Let's be very clear from the start. If you're expecting a game that's drastically different from Sim Theme Park for the PS one, you're in for [illegible] respects simply a cleaned-up ver[illegible] Park looks up well. Really, we [illegible] **TPRC manages to address nearly every complaint I had with STP,** and then some. For example, you now have the [illegible] your park—and more importantly, ride all the rides right from the start, you don't need to earn [illegible] a great deal more fun due to **a more user-friendly and robust coaster design engine.**

Unfortunately, the ultra-annoying tutor makes a [illegible] few adjustments to the menu interface that made navigating through the multitude of options a bit more of a hassle than before—but that may be because I got so familiar [illegible]

Sim games may not [illegible] one, but TPRC makes a solid showing as the first on the system.

Final Score ●●●●

Joe Rybicki

Players: 1
Memory Card: 245 KB

Top Gear Dare Devil

Publisher Kemco
Developer [illegible]
Web Site [illegible]

[illegible] admire the cajones of a team that calls its game [illegible] and then forces you to play a third of the game pootling around in tiny little cars designed to resemble such retro-classics as the Mini, Citroen [illegible] dare devil [illegible] ranking these [illegible] miles an hour [illegible] Street's grid is hardly Evel Knievel? **The stunts and high-speed shenanigans don't start creeping in until about a third of the way through.** [illegible] are provided with [illegible] vehicles.

Although you'd be fooled into [illegible] points, TGDD requires that you race around **beautifully modeled and realistic-looking cities** collecting coins against the clock. If you plan [illegible] complete the level. It's actually very simple, but it [illegible] the early [illegible] While [illegible] thanks [illegible] with it to get to the meat of the game [illegible] though it certainly [illegible]

Final Score ●●●◐

John Davison

Players: 1-2
Memory Card: 241 KB

"...INSTANTLY INTELLIGIBLE, MIND-BOGGLINGLY VAST, AND A TOTAL GAS TO PLAY....MAKES FOR ONE HELLUVA VIDEOGAME" - GAMER'S REPUBLIC, SEPT 2000

"MUST BUY PLAYSTATION 2 LAUNCH GAMES LIST" - NOV 2000 EGM

"DRIVING THROUGH THE SPECTACULAR TERRAIN IS A BLAST" - EGM OCTOBER 2000

"A - ...THE BEST DISPLAY AND TRUEST TESTAMENT TO THE PROCESSING POWER OF THE PS2 TO DATE." - GAMERS REPUBLIC OCTOBER 2000

98% PLATINUM - "THE BEST OFF-ROAD EXPERIENCE YOU'VE EVER HAD"... "ONE OF THE MUST - BUY LAUNCH GAMES" - PSE2 NOVEMBER 2000

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SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS

PlayStation 2

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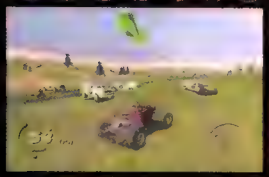
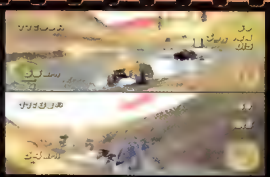




TEEN T ESRB Animated Violence


007 Racing


102 Dalmatians


Action Man


007 Racing


102 Dalmatians


Action Man

007 Racing

Publisher [illegible]
Developer [illegible]
Web Site [illegible]

[illegible] Manual [illegible] to [illegible]

The non-fun part is that [illegible] **too hard too soon**. The [illegible] bastards. You can't [illegible] play. You'd better [illegible] if you plan on [illegible]

But the other [illegible] them is half the fun, unfortunate [illegible] **the most fun levels also turn out to be the easiest**. But [illegible]

At first [illegible] the stirring doctor [illegible] chopper, then [illegible] Next [illegible] keep a decent top speed [illegible]

Don't expect 007 Racing to [illegible] experience [illegible]

Final Score ●●●
Todd Zuniga

Players: 1 player
Memory Card: 1 block

102 Dalmatians: Puppies to the Rescue

Publisher [illegible]
Developer [illegible]
Web Site [illegible]

[illegible] 102 Dalmatians is **a kid game in the truest sense**. [illegible]

Best yet, you can unlock **six diverse mini-games** [illegible]

Final Score ●●●◖
Gary Steinman

Players: 1
Memory Card: 1 block

Action Man: Operation Extreme

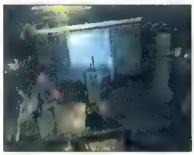
Publisher [illegible]
Developer [illegible]
Web Site [illegible]

a surprisingly compelling game that doesn't deserve to be overlooked

simple to control, very efficiently designed, and has a subtle humor

Final Score ●●●
John Davison

Players: 1
Memory Card: 1 block



Evil Dead: Hail to the King

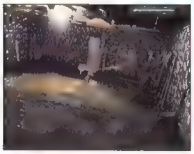
Less than groovy

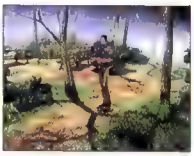
Publisher [illegible]
Developer [illegible]
Web Site [illegible]

[illegible] games, **poor battle system** [illegible]

[illegible]

Accurate [illegible] game set of [illegible] Darkness. But Evil Dead's more [illegible] as a [illegible] stake, as it's somewhat [illegible] as much in the [illegible]





[illegible] you're not A[illegible] don't be surprised if you can't even see yourself or an enemy [illegible]

[illegible] I lost repeatedly due solely to the poor control [illegible]

[illegible] a somewhat-intriguing new story told throug[illegible]

[illegible]

Final Score ●●◖
Chris Baker

Players: 1
Memory Card: 2 blocks


Blade


Bugs & Taz


Caesars Palace 2000


Casper


Blade


Bugs & Taz


Caesars Palace 2000


Casper

Blade

Publisher Activision
Developer Hammerhead
Web Site www.activision.com

[illegible] average [illegible] stays true to its roots. You want a **dark, gritty, profanity-laden game** [illegible] the [illegible] a somewhat engaging story and [illegible] assortment of weapons along with several types of [illegible] inconsistent camera to d[illegible] often results in one of the **many cheap ways for you to die** [illegible] turn around [illegible] satisfy [illegible] for a while.

Final Score ●●◖
Chris Baker

Players: 1
Memory Card: 1 block

Bugs Bunny & Taz: Time Busters

Publisher Infogrames
Developer Artificial Mind & Movement
Web Site www.infogrames.com

[illegible] the three of them share the same [illegible] between them to overcome obstacles and open up different areas. Each [illegible] **plenty of diverting mini-games**, from sports like chal[illegible]lenges to skill-based [illegible] **this is truly a kid game** [illegible] aphics suffer [illegible]

Final Score ●●●
Gary Steinman

Players: 1-2
Memory Card: 1 block

Caesars Palace 2000

Publisher Interplay
Developer Runecraft
Web Site www.interplay.com

This is without a doubt the worst casi[illegible] table games like Cra[illegible] ke, say, any real Poker [illegible] **riddled with needless zooms, camera pans and animations that can't be turned off** [illegible] **Have these people ever *been* to Vegas?!** [illegible]

Final Score ●◖
Joe Rybicki

Players: 1-4
Memory Card: 1 block

Casper: Friends Around the World

Publisher [illegible]
Developer [illegible]
Web Site [illegible]

[illegible] **some stupidly complex navigation** [illegible]

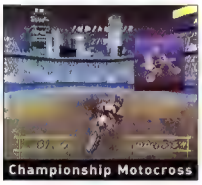
Final Score ●◖
Joe Rybicki

Players: 1
Memory Card: 1 block


Championship Motocross


Championship Surfer


Chicken Run


Championship Motocross


Championship Surfer


Chicken Run

Championship Motocross 2001 Feat. Ricky Carmichael

Publisher THQ
Developer Funcom
Web Site www.thq.com

Before you read any further, kn[illegible] this: Last year's C[illegible] was not only my favorite [illegible] genre, but it also insp[illegible] red m[illegible] e an actual motocross ta[illegible] t so sure that CMX2001 would f[illegible] that role had I played it first, though [illegible] ure, some new things have t[illegible] the wind, and it [illegible] a decent ra[illegible] r, but the additions do litt[illegible] to enhance this [illegible] and **in some ways the gameplay has taken a turn for the worse**. The new Career Mode, for example, does nothing n[illegible] replicate the Championship M[illegible] with a created racer i[illegible] actual one. A Freest[illegible] this time, as well, th[illegible] er competition exist [illegible] Terribly worse music, you'll also ra[illegible] across **more tracks this time—it's too bad none of the 20 are nearly as engaging as those found last year**. [illegible] ion was easy to distinguish from the other, and had a sort personality of its own. You're not gonna find any beautiful natura[illegible] tches in the desert or stately Irish castles this time, for instance. [illegible] you face any incr[illegible] have trees or rocks to run int[illegible] race any 500cc class bikes [illegible] that's missing from [illegible] though, you've still got a solid racer wit[illegible] physics and a great over[illegible] just could have been so much bett[illegible]

Final Score ●●●
Chris Baker

E Players: 1-2
Memory Card: 1 block

Championship Surfer

Publisher Mattel Interactive
Developer [illegible]
Web Site www.matt[illegible]

[illegible] think if I were to develop a [illegible] game, this is what it [illegible] championship surfer attempts to give the surfing genre a boost by [illegible] ing it a gameplay that [illegible] ans of games like T[illegible] Skater. Offering all sorts of tricks and bonuses, the title is a good attempt at [illegible] k to vide game surfing fa[illegible] good attempt, yes, but it still suffer from one inherent problem: Surfing games aren't fun. No [illegible] many tricks you can come up [illegible] t just you, your board, and the [illegible] ame waves over and over and [illegible]

My first impression of Championship Surf[illegible] ne as the contro[illegible] ult to get a grasp on. Thankfully, the [illegible] ial was com[illegible]

[illegible] after a while, but still even after [illegible] hours of play, **I never felt like the controls were that solid**—but at least [illegible]

[illegible] pp[illegible] does offer **lots of realistic elements to go along with the fun trick-based gameplay**. The surfers you play as [illegible] ve actu[illegible] which [illegible] ns, as [illegible] ts, asts, and s word [illegible]

Final Score ●●●
Sam Kennedy

E Players: 1-2
Memory Card: 1 block

Chicken Run

Publisher [illegible]
Developer Blitz Gam[illegible]
Web Site www.eidos.com

[illegible] and tooks and great humor. In fact, the game's sharp q[illegible] ne pretty close to nunucking [illegible] the PS one. The game itself [illegible]

[illegible] Run has some major ou tches. **The biggest problem is the camera**. [illegible] watches from fuzzy rotat[illegible] **just way too short**. [illegible] ng chicken-or-the-egg q[illegible] with the graphics, the [illegible] n graphics and mediocre amus ng gamp[illegible]

[illegible] younger gam[illegible] I save your cash for th[illegible]

Final Score ●●●
Gary Steinman

E Players: 1
Memory Card: 1 block

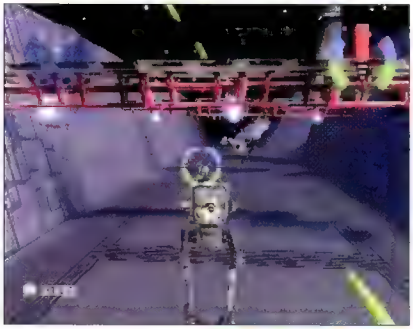
Star Wars Demolition

Vigilante 8 in fancy dress

Publisher [illegible]
Developer [illegible]
Web Site [illegible]

[illegible] but the core of [illegible]

Give it a chance, though, and it actually reveals itself to be a decent game. Remember, the [illegible] would be reduced [illegible] dangling from his [illegible] looking like a [illegible] ground the groans [illegible] mighty have [illegible]



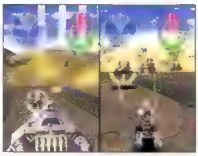
it just seems, well...wrong

The controls are adequate, it looks acceptable, and there are plenty of weapons.

Demolition really comes into its own when you crank it as a multi-player game.

Final Score ●●●◖
John Davison

T Players: 1-2
Memory Card: 1 block



Contender 2

Publisher Bam!
Developer Victor Interactive
Web Site www.bamdfu

At first glance one might mistake

It's really not the bad graphics or the lack of depth that tears me apart with this one.

it's only $10, and that **almost legitimizes it**. But search around on Web sites or on eBay

Final Score ●
Todd Zuniga

E Players: 1-2 players
Memory Card: 1 block

Ducati World Championship Racing

Publisher Acclaim
Developer A.I.
Web Site

different bikes (a course) da

Way except for most Ducati World **Most frustrating are the absolutely awful graphics.** The job the game does throw some

the controls are fairly **smooth** with the eng game. Only L

Final Score ●●◖
Joe Rybicki

E Players: 1-2
Memory Card: 1 block

The Dukes of Hazzard II: Daisy Dukes it Out

Publisher South Peak
Developer
Web Site

awful draw-in and pop-up

You just never feel as though you're really in control.

Final Score ●●
Joe Rybicki

E Players: 1-2
Memory Card: 1 block


EA Sports Supercross


HBO Boxing


EA Sports Supercross


HBO Boxing

EA Sports Supercross

Publisher EA Sports
Developer Page 44
Web Site www.easports.com

Remember Supercross 2000, the last dirt bike game from EA Sports? If you were like me, you raced a couple tracks, finished in last because you had no sense of control, and quickly [illegible] the case at all for their latest effort.

[illegible] me out, you're not going to get stuck in the mud at every turn, and things are focused a lot more on exciting races than on realism. And— [illegible] disappointing yet passable [illegible] ting races are exactly what you'd get. Unlike the only other decent recently released game of its genre, championship Motocross [illegible] most about every race is close. If you're lagging behind, you can even catch up with the power clutch, a true to life feature not found in any other motocross game. Meanwhile a [illegible] rate job of calling the action [illegible] repeat themselves (apparently, a good, clean race is *every* race).

It's also refreshing to see **a stunt competition that actually looks good** [illegible] and [illegible] that you're not just [illegible] own best [illegible] [illegible]

Final Score ●●●◖
Chris Baker

E
Players: 1-2
Memory Card: 1 block

HBO Boxing

Publisher Acclaim
Developer Osiris
Web Site www.acclaim.com

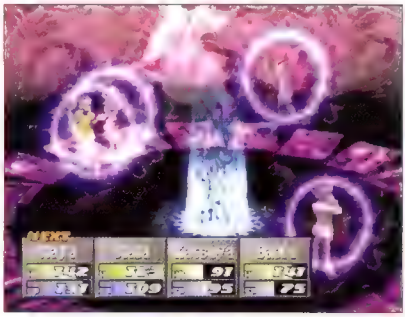
Ahh, yes, a boxing game with a catch! This doozie is flavored with the HBO license. I'm not sure if anyone cares about HBO or their slim boxing line-up anymore (I don't), but this game [illegible] fanatics away from the pricey pay-per-views and into this PS one ring.

When it's all said and done and your mouthpiece is having nightmares, this game is your basic stuff: where men strike at opposing beefcake men and women strike at [illegible] beefcakey women. You'll notice after a few rounds that the major problem with HBO Boxing is the boxing.

It's a nice try. **There's outstanding depth in the Career Mode**, but after you've named your boxer, filled out his/her statistics and readied him/her for his/her first bout, you [illegible] the Career Mode you'll even get to [illegible] persing valuable attribute points. But at the end of it, you'll end up boxing which, as I've hinted, sucks. [illegible] **the boxers move slowly and awkwardly, lunging around**. There's attempted [illegible] up your little brother instead.

Final Score ●●
Todd Zuniga

E
Players: 1-2 players
Memory Card: 1 block



Persona 2: Eternal Punishment

A moody, modern and macabre RPG

Publisher Atlus
Developer Atlus R&D1
Web Site www.atlus.com

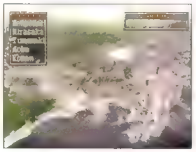
There are deep RPGs (as in, Man, I'm a dozen hours into this game and I still haven't scratched the surface of this battle system!), and then there are deep RPGs (as in, [illegible] than our collective perceptions of the world, and thus the very essence of our universe can be manipulated through rumors and casual [illegible] sation. Duuuude, that [illegible]

Persona 2 is a deep game [illegible]

In fact, Persona 2 is so deep, [illegible] I dare I say it [illegible] for everyone but the most hardcore of RPG players. Like I alluded to earlier, **the battle system takes considerable effort to get a handle on** [illegible] and requires serious forethought and constant adjustment in order to get through some of the tougher fights. Unlike many recent PS RPGs, you'll need to spend plenty of time leveling up, building up cash so you can afford the latest equipment, and experimenting with different battle [illegible] essary) fusion spells. And if your gameplay experience is anything like mine, you will die more than [illegible] **more like a real-time strategy** [illegible]

Also unique is the Contact option, which lets you negotiate with the demons rather than fight them. Depending on who does [illegible] vicious attack if you incur a demon's wrath.

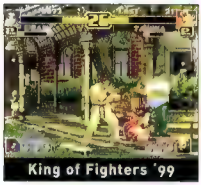
This depth of gameplay is matched by a rich, absorbing story. [illegible] who get caught up in a macabre [illegible] of murder, betrayal and [illegible] mumbo-jumbo. [illegible] thought-provoking adult then [illegible] land some salty adult language too!—although there are some annoying holes in the story early on, particularly when Persona 2 refers [illegible] tion, while serviceable [illegible] stilted, as it retains a lot of the Japanese idioms that don't directly [illegible]

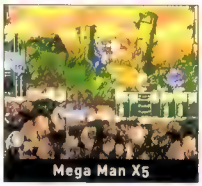


[illegible] moody [illegible]

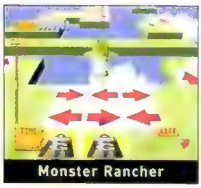
Final Score ●●●●
Gary Steinman

T
Players: 1
Memory Card: 3 blocks


King of Fighters '99


Mega Man X5


Miss Spider's Tea Party


Monster Rancher


Mort the Chicken


King of Fighters '99


Mega Man X5


Miss Spider's Tea Party


Monster Rancher


Mort the Chicken

King of Fighters '99

Publisher Agetec
Developer SNK
Web Site www.[illegible]

Kudos to Agetec for picking up [illegible] latest PlayStation [illegible] bringing it out in [illegible] your eye with its **impressive-looking 2D graphics**. The background [illegible] but this aren't bad either.

Another strong point of the game is simply the amount of characters that you [illegible]

Final Score ●●●●
Sam Kennedy

TEEN T — **Players: 1-2**
Memory Card: 1 block

Mega Man X5

Publisher [illegible]
Developer Capcom
Web Site www.capcom.com

Thank goodness for Capcom, a [illegible] Title. It's becoming more and more apparent that **we've all played this game before**. Several times. There really nothing new here at all. [illegible]

[illegible] Mega Man X, however, **Capcom has really upped the difficulty**. Even with the unlimited continues, it's [illegible]

Final Score ●●●●
Sam Kennedy

TEEN T — **Players: 1-2**
Memory Card: 1 block

[illegible] **it sometimes gets a little tedious to read through lines of text** [illegible] a how to solve. It's just an [illegible]

Final Score ●●●◖
Sam Kennedy

TEEN T — **Players: 1**
Memory Card: 128 KB

Miss Spider's Tea Party

Publisher [illegible]mon & Schuster
Developer Hypnotic
Web Site www.[illegible]

[illegible] Kirk, but it **may not hold the attention of any but the youngest children**. Even [illegible] completed the game [illegible] simple [illegible]

Final Score ●●●
Bob and Kelsey Conlon

TEEN T — **Players: 1**
Memory Card: 1 block

Monster Rancher Hop-A-Bout

Publisher Tecmo
Developer Tecmo
Web Site www.tecmo.com

[illegible] TV screen, others [illegible] spas [illegible] throughout the *OPM* staff.

And that's where I realized **Tecmo has a minor gem on its hands**, and an unlikely one at that. Starring four [illegible] Monster Rancher creatures, [illegible] from the camera, and [illegible] memory card.

I only wish you could change characters in the one-player game [illegible] best-suited to meet the challenge.

Final Score ●●●◖
Gary Steinman

ESRB E — **Players: 1-2**
Memory Card: 1 block

Mort the Chicken

Publisher Crave Entertainment
Developer AndNow
Web Site www.cravegames.com

Mort the Chicken has some real [illegible]

[illegible] **I finished the entire game in just a few hours, so the pain was mercifully limited**. And I should [illegible] on the music [illegible] annoy my co-workers. That was fun [illegible] In fact, **Mort is so bad that I had to manufacture all kinds of fun to get through it**, like getting rear [illegible] from the camera, and [illegible] that no one should bother playing.

Final Score ●◖
Gary Steinman

ESRB E — **Players: 1**
Memory Card: 1 block


The Mummy


The Mummy


NCAA March Madness 2001

The Mummy

Publisher Konami
Developer Rebellion
Web Site www.konami.com

I'm quite the [illegible] nobbery, a true upper-middle brow critic among the masses of underexpecting viewers. So [illegible] surprised when my eyes glowed along with the rest of the guitards at *The Mummy*. A[illegible] wasn't just the English beauty either. I'm above that.

But can this surprisingly pleasant film translate into a good game? Can Brendan Fraser mirror the brash spirit of Indiana Jones? Maybe—and not quite.

Really, the game [illegible] one might think (sort of like the movie). It's basically Indiana Jones meets Tomb Raider meets *Blast from the Past*, or, *George of the Jungle*. Or some such [illegible]

My major gripe is that **the puzzles lack any serious innovation**. You'll push big stone blocks, tip over sarcophagi, and avoid spikes, but it's all basic stuff. Also, **it's too easy to waltz into a quick, surprising death**. A lag in concentration means a big hunk of stone might crush you, or you'll be buried alive.

Other bothers: Rick O'Connell (not really played by Fraser) runs like a big goat. And where is the in-game memory card manager? [illegible] pg. 28 in Spin.]

Overall, [illegible] a decent spin-off that *The Mummy* [illegible]. Otherwise it's an average game with average excitement, making the whole experience quite average.

Final Score ●●◐

Todd Zuniga

Players: 1 player
Memory Card: 2 blocks

NCAA March Madness 2001

Publisher EA Sports
Developer Black Ops Entertainment
Web Site www.easports.com

Something has gone terribly wrong. It's like that part in the movie [illegible] music starts playing in soft, calling tones and you know things are [illegible] neck or an odd mishap [illegible] [illegible] for her mind. Sadly, [illegible] was no music to predict EA's [illegible] March Madness [illegible]

[illegible] years March Madness was [illegible] It was the bomb. It was all that and a bag of chips. I thought it was better than Live. (Stop your grumbling.) But **this year's version lacks energy, excitement, Dick Vitale's vitality and the overall emotion that made the last one such a hit**.

Let's start from the beginning. Last year: excitable crowds and Dick Vitale shouting. He's a skywalker [illegible] This year: bored, sleepy crowds, and [illegible] classic quotes as "This will test [illegible] didn't realize [illegible] and knowing hurts."

Last year: Shot blocking was [illegible] way too easy. This year: [illegible] to tell you [illegible] the point of there's a defender [illegible] **You better be wide open, or you'd better like feasting on leather**.

[illegible] an excellent addition. [illegible] with sarcasm). Once in an [illegible] quent while, when [illegible] to a wide open guard the ball [illegible] simply roll past him. It's great. Sometimes you get the [illegible] some times your opponent [illegible]

Oh, and when it comes to [illegible] ing the tip, forget [illegible] your happy, smiling [illegible] take their patient time winding [illegible] the other five half of [illegible]

Let me mention the good [illegible] First, **you can unlock moves and dunks for your players** [illegible] franchise mode is slick, cool with [illegible]

But all is already [illegible]

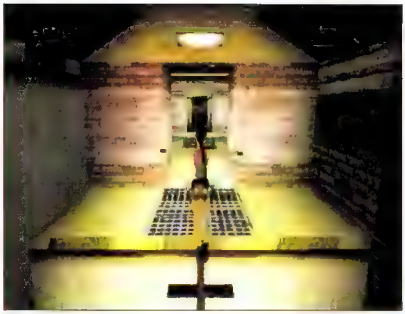
Final Score ●●

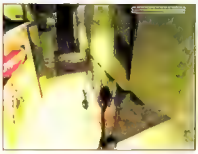
Todd Zuniga

Players: 1-8 players
Memory Card: 14 blks.


March Madness


March Madness





Tomb Raider: Chronicles

Lara's dead...huzzah!

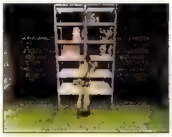
Publisher [illegible]
Developer Core Design
Web Site www.tombraider.com

There are three constants in the [illegible] Raider game: once a year [illegible] worth playing, [illegible] stumbling [illegible] eyes as [illegible] suffered through wave after wave of cheap [illegible] tos. They should offer a kill this [illegible]

Well, technically I guess they [illegible] the latter, but not before [illegible] gamers to one last real-[illegible] ally-real, final sequel, on the [illegible] chronicles is an [illegible] on the hype surrounding the upcoming Tomb Raider movie. It's reflected in the game: **The whole thing feels like an afterthought**. Like the developers didn't really give a damn about [illegible] that's actually worth playing. Maybe my [illegible] I stumbled [illegible] eyes as [illegible] suffered through wave after wave of cheap [illegible]

No, I'm being serious. In spite of myself, **I felt content after finishing about five different levels** in Tomb Raider: Chronicles. It's been [illegible] with a TR game. I don't know if it was a fluke or [illegible] new maverick designer working [illegible]

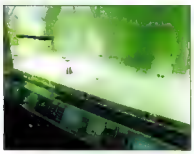
[illegible]



Although the new crawling/flip command given to Lara in Tomb Raider Chronicles is definitely a good thing, the rest of her new moves would have been best left on the cutting-room floor. The tightrope and search moves are particularly useless. There have to be other ways besides stupid balancing acts and hiding key items inside nondescript shelves to add some real challenge and innovation to Tomb Raider. Core needs to stop cutting corners.

half the time you won't even know why Lara is dead

of the series. The control is still way too frustrating.



probably the best sequel in the series thus far

Final Score ●●◐

Greg Sewart

Players: 1
Memory Card: 1 block

Golden Tee

Power Spike

Razor Freestyle Scooter

Golden Tee

Power Spike

Razor Freestyle Scooter

Peter Jacobsen's Golden Tee Golf

Publisher

Developer Incredible Techno

Web Site www.us.ploigame

it's *so* easy to play

four gameplay modes that spice it up

Final Score ●●●◐

Todd Zuniga

Players: 1-4 players
Memory Card: 2 blocks

Power Spike Pro Beach Volleyball

Publisher Infogrames

Developer Garage

Web Site

The controls are terribly jumpy.

The nation-wide tournaments are a nice touch

Final Score ●●◐

Todd Zuniga

Players: 1-4 players
Memory Card: 1 block

Razor Freestyle Scooter

Publisher

Developer Shaba Game

Web Site www.cravenan

First, the principle of originality. This is simply Tony Hawk on a scooter. Tony Hawk's Pro Scoot

clearly rushed out to capitalize on the sudden scooter craze. But the fact that

Final Score ●●●

Joe Rybicki

Players: 1-2
Memory Card: 1 block

But enough about us...

What do *you* think?

Do you think we [illegible] off on one o[illegible] this month? Do you feel like you noticed elements of the game that we missed [illegible] off! Send us your own [illegible] at **opm@ziffdavis.com** *with the subject line "Readers Review" and you may see [illegible]*

Rock 'Em Sock 'Em Robots Arena


Sheep


Tiger Woods


Sheep


Tiger Woods

Rock 'Em Sock 'Em Robots

Publisher Mattel Interactive
Developer Paradox
Web Site www.mattel.com

Mattel is gearing up for a huge new launch of the Rock 'Em Sock 'Em Robots franchise next year. What better way to kick it off than with a fighting game starring the new characters? You're able to check out all the new bots in the game now, and then collect the action figures when they hit stores in the near future.

The basic concept of the game is pretty cool. You battle in tournaments and gain money for parts, or steal parts (off of others), but the actual **gameplay keeps it from appealing to hardcore fighting game fans**. Developed by Paradox, who've also handled X-Men: Mutant Academy and Wu-Tang: Shaolin Style, Rock 'Em Sock 'Em Robots follows the team's tradition by offering an overall solid fighting game experience, but with little depth.

The overall presentation of Rock 'Em Sock 'Em Robots is perfect with **really good graphics for the PS one**, an upbeat techno soundtrack, flashy menus and a [illegible] intro. But the actual gameplay [illegible] to be desired. Some of the [illegible] due to the nature of the robots (they're a bit slow and clunky), but some of this is also due to the scarcity of good fighting action (such as combos) and some unbalanced gameplay. So what it basically comes down to is that if you're looking for a good robot fighter—and [illegible] the lack of depth—check this out.

Final Score ●●●
Sam Kennedy

E — Players: 1-2
Memory Card: 1 block

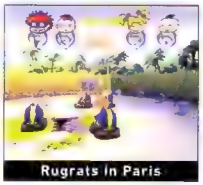
Rugrats in Paris: The Movie

Publisher THQ
Developer Avalanche
Web Site www.thq.com

Though this certainly isn't the most [illegible] Rugrats in Paris does have a few things going for it. The game [illegible] consists mostly of running around a giant amusement park [illegible] participating in a collection of mini-games, like miniature golf, target practice and bumper cars. Though none of these are mind-blowing, they are **entertaining for kids of various ages**. However, the touchy controls [illegible] make trouble for really young kids.

Final Score ●●●
Joe Rybicki

E — Players: 1-2
Memory Card: 1 block


Rugrats in Paris


Rugrats in Paris

Sheep

Publisher Empire Interactive
Developer Minds Eye Productions
Web Site www.empire-u.com

There I am, about a third of the way through Sheep, when I get stuck in one of the final and most difficult levels of the game. Particular word and the only breed of sheep I have left to choose [illegible] arguably the [illegible] And I just [illegible] Anti-Gravity Motor [illegible] as my flock is reduced again and again to so much mutton. Eventually I just give up.

At first it's the problem with [illegible] A brilliant idea, a fun game but it's **ultimately undone by some annoying design flaws and bugs**. Like the fact that every time you start a level [illegible] the game forcing you to wash a few precious seconds to switch it back on. Also vexing is the lack of a "Retry" option. [illegible] complete a level, and it's game over. [illegible] reload from your last save. After [illegible] me back [illegible] the level [illegible] and then [illegible] one [illegible] on a mere only [illegible] and [illegible] stuck. At the [illegible] choices you made in the previous [illegible] like a sheep breed you will [illegible] you can't change [illegible] You can easily get saddled with [illegible] means just like I did.

Yet Sheep is **still one of the most quirky, innovative games out there**. If it were just $10, I might not have been so bothered by all the bugs. But at full price, it's more [illegible] a rental.

Final Score ●●●
Gary Steinman

E — Players: 1-2
Memory Card: 1 block

Tiger Woods PGA Tour 2001

Publisher EA Sports
Developer EA [illegible]
Web Site www.easports.com

I have to say that this is certainly a very accessible game. The controls, while a little unusual, are comfortable and surprisingly simple to adapt to. Your swing is controlled by taps up and down on the analog stick, and although **at first this feels terribly weird**, it does make things remarkably intuitive. I was whacking off 250-yard drives in no time at all, and Tiger informed me on numerous occasions (in his dreary manner) that I'd killed it. I assume that [illegible] pretty [illegible] anyway.

If anything, **the way I adapted to the control scheme was actually what led me to my doubts about the game**. Once I'd come to grips with balancing the ratings of the club [illegible] I'd actually won my first game [illegible] the leaderboard screen had been easier to read throughout, I'd maybe have gotten more excited before the end. Further games revealed that [illegible] am apparently some kind of [illegible] I wasn't previously [illegible] that some [illegible] bad [illegible]

Moving into the other modes, like stroke play, tournament, match play (for multiple players) and finally, to the skins game, I have to say I was tempted to play Todd for real money. I'd have kicked his ass and been able to pay [illegible] credit-card bill.

Final Score ●●●◖
John Davison

E — Players: 1-4
Memory Card: 1 block


Tigger's Honey Hunt


Tom & Jerry


Tonka Space Station

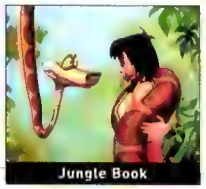
Jungle Book


Warriors of Might & Magic


Tigger's Honey Hunt


Tom & Jerry


Tonka Space Station


Jungle Book


Warriors of Might & Magic

Tigger's Honey Hunt

Publisher NewKidCo
Developer Realtime
Web Site www.newkidco.com

Geared toward preschoolers, Tigger's Honey Hunt was a big hit with my 4-year-old cousin—so much so that she didn't want to quit the game ever. The gorgeous graphics and straightforward 3D platforming features make this **good fun for kids of all ages**—since the wide selection of secrets and hidden items provide enough challenge for older kids to play. Throw in a few simple mini-games, and you have a rarity in the world of kid games: one that hits its target age with precision and quality.

Final Score ●●●●

Bob and Kelsey Conlon

E — **Players: 1-4**
Memory Card: 1 block

Tom and Jerry in House Trap

Publisher NewKidCo
Developer Warthog
Web Site www.newkidco.com

Cat chases mouse. Mouse retaliates. It's the plot of pretty much every episode of the classic Tom and Jerry cartoon, and it's exactly what kids should expect from House Trap. Keep in mind, though, I said *kids*—**anyone above the age of 10 won't feel entertained for very long** in this game, even though it perfectly captures the essence of what the cat-and-mouse duo, Itchy & Scratchy, is all about.

The gameplay, and overall perspective of House Trap might remind some of you of Spy vs. Spy on the NES. Whether you're playing as the Gene Autry-friendly mouse against his computer-controlled, nemesis-filled, or you're partaking in some two-player action, you view everything [illegible] 15 levels (more [illegible] variety, often featuring the same rooms) revolve around the **simple yet fun objective of beating your opponent to a pulp** with mallets, [illegible] also amusing [illegible] for example, [illegible] with an oven or [illegible] using a trampoline.

[illegible] House Trap has [illegible] What [illegible] enjoy [illegible] much school. Have fun, kids.

Final Score ●●●

Chris Baker

E — **Players: 1-2**
Memory Card: 1 block

Tonka Space Station

Publisher Hasbro Interactive
Developer [illegible] Software
Web Site hasbrointeractive.com

Tonka Space Station provides an interesting mixed gameplay, linking an [illegible] shooter [illegible] Sparks [illegible] action [illegible] 5 [illegible] go across [illegible] required to maintain [illegible] problems [illegible] different modes, gameplay [illegible] mini-games [illegible] **might be a little too advanced** for some kids, though [illegible] Tonka [illegible]

Final Score ●●◖

Chris Baker

E — **Players: 1**
Memory Card: 1 block

Walt Disney's Jungle Book Rhythm n' Groove

Publisher Ubi Soft
Developer Disney Interactive
Web Site www.ubisoft.com/usa

It's hard to label a game as a copycat when the game [illegible] B [illegible] DDR [illegible] Preview [illegible] DDR [illegible] As the [illegible] Mad [illegible] Groove [illegible] **simple, yet quite fun and reasonably addictive** RnG [illegible] adds a gameplay element [illegible] DDR [illegible] **only nine songs** [illegible] **might be a little too advanced** [illegible] B [illegible] DDR [illegible]

Final Score ●●●

Chris Baker

E — **Players: 1-2**
Memory Card: 1 block

Warriors of Might and Magic

Publisher 3DO
Developer 3DO
Web Site www.3do.com

Like Crusaders of Might and Magic, [illegible] improved [illegible] the controls. Not [illegible] improved, but the [illegible] time [illegible]

The [illegible] through some simple [illegible] **a simpler, more straightforward, action-oriented game**.

Unlike [illegible] this is also the biggest problem with Warriors. The game [illegible] and repeat [illegible] **I beat it in an afternoon** [illegible] 100 percent [illegible]

[illegible] RPG elements [illegible]

Final Score ●●●

Joe Rybicki

T — **Players: 1-2**
Memory Card: 2 blocks

The Wild Thornberrys: Animal Adventures

Publisher Matt[illegible]
Developer [illegible]
Web Site [illegible]

Not [illegible] they're **boring, ugly and often hard to control**. [illegible]

Final Score ●◖

Chris Baker

E — **Players: 1**
Memory Card: 1 block


The Wild Thornberrys


The Wild Thornberrys

PS one REVIEWS

PS2 Review Archive

Game names in red indicate a Greatest Hits title. Ratings in red indicate a five-disc score

Game	Publisher	Score	Issue
Armored Core 2	Agetec	●●●	39
Dead or Alive 2: Hardcore	Tecmo	●●●●●	39
Dynasty Warriors 2	Koei	●●●●	38
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
Everglace	Agetec	●●	39
Fantavision	Sony CEA	●●●●	40
FIFA 2001 Major League Soccer	EA Sports	●●●●●	39
Gradius III and IV	Konami	●●●	39
Gungriffon Blaze	Working Designs	●●●●	39
Kessen	EA Games	●●●	39
Madden NFL 2001	EA Sports	●●●●●	38
Midnight Club	Rockstar	●●●●	39
Moto GP	Namco	●●●●	39
NASCAR 2001	EA Sports	●●●	40
NFL GameDay 2001	Sony CEA	●	40
NHL 2001	EA Sports	●●●●	38
Orphen: Scion of Sorcery	Activision	●●●	39
Q Ball Billiards Master	Take 2	●●●	40
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●●	40
Ridge Racer V	Namco	●●●●●	38
Silent Scope	Konami	●●●	39
Slipheed: The Lost Planet	Working Designs	●●●	40
Sky Odyssey	Activision	●●●	40
Smuggler's Run	Rockstar	●●●●●	39
SSX	EA Sports BIG	●●●●●	38
Street Fighter EX 3	Capcom	●●●●	39
Summoner	THQ	●●●	39
Surfing H3O	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tekken Tag Tournament	Namco	●●●●	39
TimeSplitters	Eidos Interactive	●●●●●	39
Unreal Tournament	Infogrames	●●●	40
Wild Wild Racing	Interplay	●●●	39
X Squad	EA Games	●●●●	38

PS one Review Archive

Game	Publisher	Score	Issue
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
A Bug's Life	Sony CEA	●●	11
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	11
Action Bass	Take Two	●●	37
Akuji the Heartless	Crystal Dynamics	●●●	18
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●●	4
Alundra 2	Activision	●●●	32
Animaniacs: Ten Pin Alley	ASC	●●●	7
Animorphs: Shattered Reality	Infogrames	●●●	17
Ape Escape	Sony CEA	●●●●●	2
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●●	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●●	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●●	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	●	35
Army Men: 3D	3DO	●●●	20
Army Men: Air Attack	3DO	●●●	39
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●●●	40
Army Men: World War	3DO	●●	34
Army Men: World War: Land, Sea, Air	3DO	●●	39
Assault	Midway	●●●	15
Asteroids	Activision	●●●●	16
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Alone in the Dark: The New Nightmare	Konami	●●●	10
Backstreet Billiards	Ascii	●●●●	15
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●●	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	●	39
Battletanx: Global Assault	3DO	●●	31
Beast Wars	Hasbro Interactive	●●	5
Big Air	Accolade	●●	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot B	●●	29
Blast Radius	Psygnosis	●●●●	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●●	8
Bloody Roar	Sony CEA	●●●●	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atlus	●●●	19
Bomberman Party Edition	Vatical	●●●	38
Bomberman World	Atlus	●●●	13
Boombots	Southpeak	●●●	27
Bottom of the 9th '97	Konami	●●●●	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Interactive	●	19
Breath of Fire III	Capcom	●●●●	9
Breath of Fire IV	Capcom	●●●●	40
Brigandine	Atlus	●●●●	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●●	27
Brunswick Circuit Pro Bowling	THQ	●●●●	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bugs Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●●	23
Builder's Block	Jaleco	●●●●	35
Bushido Blade 2	Square EA	●●●●	14
Bust A Groove	989 Studios	●●●●	16
Bust A Move 99	Acclaim	●●	19
Bust A Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●●	39
C: The Contra Adventure	Konami	●●	12
Caesar's Palace II	Interplay	●	15
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●●	3
Castlevania: Symphony of the Night	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●●	25
Chessmaster I	Mindscape	●●●●	23
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●●	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●●	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●●	28
Colin McRae Rally	Sony CEA	●●●●	30
Colin McRae Rally 2	Codemasters	●●●●●	40
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●●	31
Colony Wars: Vengeance	Psygnosis	●●●●	14
Command & Conquer: Red Alert	Virgin	●●●●	4
Contender	Sony CEA	●●●●	17
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●●	32
Covert Ops: Nuclear Dawn	Activision	●●●	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●●	39
Crime Killer	Interplay	●●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●●	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
Cybertiger	EA Sports	●●●●	27
Danger Girl	THQ	●●●	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Dave Mirra Freestyle BMX	Acclaim Max	●●●●	38
Dead in the Water	ASC	●●●	17
Dead or Alive	Tecmo	●●●●●	8
Deathtrap Dungeon	Eidos	●●●	1
Deception II: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●	39
Devil Dice	THQ	●●●●	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●●	38
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●●	27
Dragon Valor	Namco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Duke Nukem: Land of the Babes	Infogrames	●●●	40
Duke Nukem: Time to Kill	GT Interactive	●●●●	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Duke Nukem: Trilogy	Southpeak	●●	29
Dune 2000	Electronic Arts	●●	27
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●●	30
Elhrgeir	Square EA	●●●●	21
Einhander	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Ehrgeiz	Psygnosis	●●	20
The Emperor's New Groove	SCEA	●●●●	40
ESPN MLS Game Night	Konami	●●●	40
Eternal Eyes	Sunsoft	●●	38
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●●	34
F1 2000	EA Sports	●●●●	33
F1 Championship Season	EA Sports	●●●●	40
F1 Racing Championship	Ubi Soft	●●●	39
Family Feud	Hasbro Interactive	●●●	39
Family Game Pack	3DO	●●●	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●●	30
Fear Effect	Eidos	●●●●●	31
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●●	4
FIFA 99	EA Sports	●●●●●	17
FIFA 2000	EA Sports	●●●●●	27
FIFA 2001: Major League Soccer	EA Sports	●●●●●	39
The Fifth Element	Activision	●	15
Fighter Maker	Agetec	●●●●	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●●	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●●	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones: Bedrock Bowling	SouthPeak	●	32
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●●	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●●	11
Freestyle Boardin' '99	Capcom	●●●	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●●	40
Frogger	Hasbro Interactive	●●●	4
Frogger 2: Swampy's Revenge	Hasbro Interactive	●●●	38
Front Mission 3	Square EA	●●●●●	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●●	3
G-Police 2	Psygnosis	●●●●●	25
G-Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Interactive	●●●	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●●	28
Gauntlet Legends	Midway	●●●	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●●	20
Gex: Enter the Gecko	Midway	●●●●	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Interactive	●●	28
Grand Theft Auto	Sony CEA	●●●●●	9
Grand Theft Auto 2	Sony CEA	●●●●●	29
Grand Theft Auto: London 1969	Take 2	●●●	10
Grand Theft Auto: London 1969	Rockstar	●●●	27
Grand Tour Racing '98	Rockstar	●●●	22
Grand Slam	Activision	●	1
Gran Turismo	Sony CEA	●●●●●	26
Grandstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●●	39
Grind Session	Sony CEA	●●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gunbarb Battle Assault	Bandai	●●●	40
Hardball 99	Accolade	●●	15
Harvest Moon: Back to Nature	Natsume	●●●●	40
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●●	20
Hercules Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●●●	30
Hot Wheels Turbo Racing	Electronic Arts	●●●	25
Hydro Thunder	Midway	●●	31
Incredible Crisis	Titus	●●●●	38
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●●	28
Int. Superstar Soccer 98	Konami	●●●●●	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	16
ISS Pro Evolution	Konami	●●●●●	35
Jackie Chan Stuntmaster	Midway	●●●●	30
Jade Cocoon	Crave	●●●●	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Interactive	●●●●	17
Jeopardy! 2	Hasbro Interactive	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●●	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●●	3
Jet Moto 3	989 Studios	●●●●	26
Jimmy Johnson VR Football	Interplay	●●	2
Joy's Bizarre Adventure	Capcom	●●●●●	31
Juggernaut	Jaleco	●●	26
K1 Grand Prix	Jaleco	●●●●	28
K1 Revenge	Jaleco	●●●	18
Kagero: Deception II	Tecmo	●●●●●	14
Kartia	Atlus	●●●●	12
Kensei: Sacred Fist	Konami	●●	17
Killer Loop	Crave	●●●	27
Kiniwa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●●	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●●	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football: Unleashed	Midway	●●●	34
The Land Before Time	Sound Source	●●●	39
Return to the Great Valley			
Legacy of Kain: Soul Reaver	Eidos	●●●●●	25
The Legend of Dragoon	Sony CEA	●●●●●	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●●	35
Lego Rock Raiders	Lego Media	●	37
The Little Mermaid II	THQ	●●●●	35
Lode Runner	Natsume	●●●	4
Looney Tunes Racing	Infogrames	●●●	39
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●●	27
Lunar 2: Eternal Blue Complete	Working Designs	●●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●●	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Marvel SH vs. Street Fighter	Capcom	●●●●	18
Marvel Superheroes	Capcom	●●	2
Marvel vs. Capcom: EX	Capcom	●●●	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●●	40
Mass Destruction	ASC	●●●	3
Maximum Force	Midway	●●	2
MDK	Playmates	●●●	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●●	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●●	35

Game	Publisher	Score	Issue
Mega Man X4	Capcom	●●●	4
[illegible]	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●●	3
M.B 98	Sony CEA	●●●	1
M.B 99	Sony CEA	●●●●	9
M.B 2000	989 Studios	●●●●	21
M.B 2001	989 Studios	●●●	33
M.BPA Bottom of the 9th '99	Konami	●●●●	12
Model 1 Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●●	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
[illegible]	Hasbro Interactive	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Seed	Sunsoft	●●●	20
[illegible]	Midway	●●●●	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●●	14
Moto Racer World Tour	Infogrames	●●●●	40
Motorhead	Fox Interactive	●●●●	14
Mr. Domino	Acclaim	●●●●	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●●	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●●	39
NBA	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
[illegible]	EA Sports	●●●●	3
[illegible]	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●●	38
NASCAR Heat	Hasbro Interactive	●●●●	40
NASCAR Rumble	Electronic Arts	●●●●	31
NBA Fastbreak '98	Midway	●●●	4
NBA In the Zone '98	Konami	●●●	7
NBA In the Zone '99	Konami	●●●	19
NBA In the Zone 2000	Konami	●●●	28
NBA Live 98	EA Sports	●●●●	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●●	28
NBA Live 2001	EA Sports	●●●●	39
NBA ShootOut 98	Sony CEA	●●●●	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●●	39
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●●	18
NCAA Final Four 2000	989 Studios	●●●●	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football '98	EA Sports	●●	2
NCAA Football '99	EA Sports	●●●●●	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA GameBreaker '98	Sony CEA	●●●●	4
NCAA GameBreaker '99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●●	25
NCAA GameBreaker 2001	Sony CEA	●●●	37
NCAA March Madness '98	EA Sports	●●●●	7
NCAA March Madness '99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
Nectaris: Military Madness	Jaleco	●●●●	17
[illegible]	Electronic Arts	●●●●	8
[illegible]	Electronic Arts	●●●●●	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●●	33
Need for Speed: V Rally	Electronic Arts	●●	3
Need for Speed: V Rally 2	Electronic Arts	●●●●	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Interactive	●●●	24
[illegible]	Midway	●●●●●	13
[illegible]	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●●	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay '99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25

Game	Publisher	Score	Issue
NFL GameDay 2001	989 Sports	●●●	37
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●	24
N GEN Racing	Infogrames	●●●	35
NHL 99	EA Sports	●●●●●	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●●	38
NHL Rock the Rink	Electronic Arts	●●●●	32
NiGHtmare Creatures	Activision	●●●●	3
NiGHtmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●●	15
Nuclear Strike	Electronic Arts	●●●●●	3
O.D.T	Psygnosis	●●	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●●	15
[illegible]	GT Interactive	●●●●	1
One	ASC	●●●●	4
[illegible]	Namco	●●●●●	25
Pandemonium! 2	Midway	●●●●	3
PaRappa the Rapper	Sony CEA	●●●●●	2
[illegible]	Square EA	●●●●●	12
Parasite Eve II	Square EA	●●●●●	37
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●●	6
Point Blank 2	Namco	●●●●	20
Polaris SnoCross	Vatical	●●●	38
Pong	Hasbro Interactive	●●●	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●●	21
Porsche Challenge	Sony CEA	●●●●	1
Power Rangers: Lightspeed Rescue	THQ	●●	40
Power Soccer 2	Psygnosis	●●●	5
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Interactive	●●●●	37
Pro Pinball: Fantastic Journey	Empire Interactive	●●●●	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●●	6
Q*bert	Hasbro Interactive	●●●	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●●	23
R-Types	Ascii	●●●●	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●●	16
Rampage	Midway	●●●	4
Rampage 2: Universal Tour	Midway	●	21
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/W D	●●●	38
Rescue 2: The Great Escape	Ubi Soft	●●●●	35
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●●	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
[illegible]	Midway	●●●●	27
Ready 2 Rumble Boxing Round 2	Midway	●●●	40
Red Asphalt	Interplay	●●	3
[illegible]	Ratsume	●●●	3
Reel Fishing II	Ratsume	●●	34
[illegible]	Capcom	●●●●●	6
[illegible]	Capcom	●●●●●	13
Resident Evil 3: Nemesis	Capcom	●●●●●	27
[illegible]	Capcom	●●●	2
Resident Evil Survivor	Capcom	●●	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Interactive	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
[illegible]	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rogue Trip	GT Interactive	●●●●	14
Roll Away	Psygnosis	●●●●●	13
Rollcage	Psygnosis	●●●●	19

Game	Publisher	Score	Issue
Rollcage Stage II	Psygnosis	●●●●	31
Romance of the 3 Kingdoms VI	Koei	●●	30
RPG Maker	Agetec	●●●●	35
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
SaGa Frontier	Sony CEA	●●●●	8
SaGa Frontier 2	Square EA	●●●●	29
Sammy Sosa			
High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Scrabble	Hasbro Interactive	●●●	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●●	19
Shadow Man	Acclaim	●●	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	●	28
Shanghai: True Valor	Sunsoft	●●●	20
Shipwreckers	Psygnosis	●●●	3
Silent Bomber	Bandai	●●●●	30
[illegible]	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●●	29
Sim Theme Park	Electronic Arts	●●●	33
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●●	15
Smurfs	Infogrames	●●●●	29
Sno Cross Championship Racing	Crave	●●	37
Soul of the Samurai	Konami	●●	24
South Park	Acclaim	●●	27
South Park Rally	Acclaim	●●	29
South Park: Chef's Luv Shack	Acclaim	●	28
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Interactive	●	34
Speed Punks	Sony CEA	●●●●●	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●●	40
Spider-Man	Activision	●●●●●	37
Spin Jam	Take 2 Interactive	●●	38
Sports Car GT	Electronic Arts	●●●	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●●	27
[illegible]	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●●	22
Star Trek: Invasion	Activision	●●●●●	37
Star Wars: Episode I— The Phantom Menace	LucasArts	●●●	33
Star Wars: Masters of Teras Kasi	LucasArts	●●●	25
Steel Reign	LucasArts	●●●	4
Street Fighter Alpha 3	Sony CEA	●●●	2
Street Fighter Collection	Capcom	●●●	17
Street Fighter Collection 2	Capcom	●●●	4
Street Fighter EX Plus Alpha	Capcom	●●●	16
Street Fighter EX2 Plus	Capcom	●●●●	2
Street Skater	Capcom	●●●	33
Street Skater 2	Electronic Arts	●●●	19
Strider 2	Electronic Arts	●●●	32
Striker Pro 2000	Capcom	●●●●	34
Suikoden II	Infogrames	●●●●	33
Superbike 2000	Konami	●●●●	26
SuperCross 2000	EA Sports	●●	32
SuperCross Circuit	EA Sports	●●	29
Surf Riders	989 Studios	●●●●	28
Sydney 2000	Ubi Soft	●●	35
[illegible]	Eidos	●●	38
Syphon Filter 2	989 Studios	●●●●	18
T'ai Fu	989 Studios	●●●●	31
T.R.A.G.	Activision	●●	19
Tactics Ogre	Sunsoft	●●●	20
Tail Concerto	Atlus	●●●●	12
Tales of Destiny	Atlus	●●●●	26
[illegible]	Namco	●●●●	13
[illegible]	Sony CEA	●●●●	24
Team Buddies	Midway	●●●●	38
Team LOSI RC Racing	Fox Interactive	●●	13
[illegible]	Namco	●●●●●	9
[illegible]	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis Arena	Ubi Soft	●●●	4
[illegible]	Accolade	●●●●	3
[illegible]	Accolade	●●●●	[illegible]
Test Drive 6	Infogrames	●●●●	[illegible]

Game	Publisher	Score	Issue
Test Drive Le Mans	Infogrames	●●●	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●●	29
Threads of Fate	Square EA	●●●●	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods '99 PGA Tour Golf	[illegible]	●●●●	[illegible]
Tiny Tank	[illegible]	●●●●	[illegible]
Tiny Toons: The Great Beanstalk	[illegible]	●●●●	[illegible]
TOCA 2	[illegible]	●●●●●	
[illegible]	[illegible]	●●●●●	[illegible]
[illegible]	Eidos	●●●●	[illegible]
Tomb Raider: The Last Revelation	Eidos	●●●●	[illegible]
Tombal	[illegible]	●●●●	[illegible]
Tombal 2: The Evil Swine Return	[illegible]	●●●●	[illegible]
[illegible]	[illegible]	●●●●	[illegible]
[illegible]	[illegible]	●●●●●	[illegible]
Tony Hawk's Pro Skater 2	[illegible]	●●●●●	[illegible]
Toonstruck: Dare to Scare	[illegible]	●●●	[illegible]
Toonsylvania: The Last Hope	[illegible]	●●	[illegible]
Toy Story 2	[illegible]	●●●	[illegible]
Trap Gunner	[illegible]	●●●	
Treasures of the Deep	[illegible]	●●●●	[illegible]
Trick N Snowboarder	[illegible]	●●	[illegible]
Triple Play 99	[illegible]	●●●	[illegible]
Triple Play 2000	[illegible]	●●●●●	
Triple Play 2001	[illegible]	●●●●●	[illegible]
Turbo Prop Racing	[illegible]	●●●	
[illegible]	[illegible]	●●●	[illegible]
[illegible]	[illegible]	●●●●	[illegible]
Tyco RC: Assault With a Battery	Mattel Interactive	●●	38
Ultimate 8 Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●●	40
Un Jammer Lammy	Sony CEA	●●●●	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●●	33
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●●	27
Vanguard Bandits	Working Designs	●●●	33
Vegas Games 2000	3DO	●●●●	27
[illegible]	Activision	●●●●	10
[illegible]	Activision	●●●	29
VR Baseball 99	Interplay	●●●●	11
VR Sports: Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest: Magical Racing Tour	Eidos	●●●	33
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●●	26
[illegible]	THQ	●●●	5
WCW/nWo Thunder	THQ	●	17
[illegible]	Hasbro Interactive	●●●●	17
Wheel of Fortune 2	Hasbro Interactive	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●●	35
Wild 9	Shiny/Interplay	●●●●	15
Wild Arms 2	Sony CEA	●●●●	33
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup '98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	●	39
The World Is Not Enough	Electronic Arts	●●●	40
Worms Armageddon	Hasbro Interactive	●●●●	
Wu Tang: Shaolin Style	Activision	●●●	[illegible]
WWF Attitude	Acclaim	●●●●	[illegible]
WWF SmackDown!	THQ	●●●●●	[illegible]
WWF SmackDown! 2: Know Your Role	THQ	●●●●●	[illegible]
[illegible]	Acclaim	●●●●	[illegible]
X Games Pro Boarder	ESPN Digital	●●●●	[illegible]
X-Files	Fox Interactive	●●●	[illegible]
X-Men: Children of the Atom	Acclaim	●●	[illegible]
X-Men: Mutant Academy	Activision	●●●	[illegible]
Xena: Warrior Princess	Electronic Arts	●●●●	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●●	25
You Don't Know Jack! Mock 2	Sierra On-Line	●●	40

This Month's Strategies

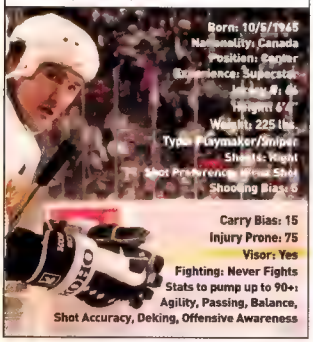
Top Secret Agents
Henry LaPierre, Terry Minnich

All right, so we've all had our all-night New Year's gaming party, or the next day of sitting around brain-dead, playing games while slight drool crawls from our cottony mouths. Whichever. Point is, it's cold outside (I don't want to hear about it, Florida, you guys can't even pick a president), and that means it's perfect weather to stay in and game. Here are secrets to make it easier. *Oh, yeah. If you want to see your name in print, which is quite fun, really, get to scouring the Web for tricks and send an e-mail titled Tricks Forum to* ***OPM@ziffdavis.com***

NHL 2001

REVIVING SUPER MARIO

In French *le mieux* means "the best." In the case of Mario Lemieux, no name could be more fitting. This guy is a grade-A stud, and after a few years on the shelf he's making his comeback with the Pittsburgh Penguins. If you want to create him—and you should—here are the stats for the guy who's second only to Wayne Gretzky as the all-time greatest. And he's no poof, so when you're tacking on attribute points, keep that in mind.



Here's some information you might like: Your kid sister is likely to repeatedly beat you at Ready 2 Rumble Round 2 if you don't know how to throw a few combos at her. And who else is there to look to for beating your kid sister than *OPM*? Later we'll figure out the combos of all those unlockable boxers, if some quick-fingered reader doesn't send them our way first

Civilization II

Money Code: After you create your first city, access the "City" option. At the city screen choose "Rename" and enter the name of your city as "CasH." When you write the upper case H, be sure to hold the R1 button at the same time. Instead of 50 gold, you will start out with almost 30,000 gold. Repeat this code once your money gets low again.

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Cool Boarders 4

To access these cheats, go to the name entry screen and put in the following passcodes.

You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT
Every Special Event Available: IMSPECIAL

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except

"Big" Willy Johnson

Special Moves
▶, ▶+△
▶, ▶, ◀+□
▲, ▼+□ or ▼, ▲+□

Combo Moves
□, □, △, △
▶, ▶, ◀+□, ✕, ○, ✕
(▲, ▼+□ or ▼, ▲+□),
□, □, □, □

Jet "Iron" Chin

Special Moves
▶, ▶+△
◀, ▶+□
◀+□
◀+□, ✕, ○, △

Combo Moves
▼, □, △, ✕, △
▶+□, □, □
▲+□, ✕, △

Rocket Samchay

Special Moves
◀, ▶+□
▶, ◀+□
◀, ▶+△
▶, ◀+○

Combo Moves
▲ or ▼+□, △
□, □, △, □
▶, ◀+○, △, □

Johnny "Bad" Blood

Special Moves
◀, ◀, ▶+□
▶+□+△
◀, ◀, ▶+△

Combo Moves
▲ or ▼+○, □, ○
▲+△, □
□, △

Selene Strike

Special Moves
▶, ▶+△
◀, ◀+△
◀, ▶+○

Combo Moves
□, ○, ✕
▶, ▶+△, ○, □
◀, ◀+△, △, △

Angel "Raging" Rivera

Special Moves
◀, ▶+△
▶, ◀+○
▶, ◀+○, △
▶, ◀+○, ○, ✕, ○

Combo Moves
▶+□, □, ✕
▲ or ▼+✕, ○, □
▲ or ▼+△, □

And the best of the rest...

Mama Tua

Special Moves
▶, ▶+△
◀, ▶+✕
◀, ◀+△
◀, ◀, ▶+△

Combo Moves
□, □
▲ or ▼, □, □

J.R. Flurry

Special Moves
◀, ▶+△
▶, ◀+□
◀+□

Combo Moves
▶+□; ✕, ✕, □
▲ or ▼+□, △, ✕
△, △

Boris "The Bear" Knokimov

Special Moves
▶, ◀+△
▶, ◀+△, ✕
◀, ▶+□
▲, ▼+✕ or ▼, ▲+✕

Combo Moves
□, □, △
▶+□, △, □
◀, ▶+○, □, □, △

Michael Jackson

Special Moves
▶, ▶+□
◀, ▶+✕
▶, ◀+△

Combo Moves
○, ✕, □, △
□, □, △
▶+○, △

Adventure
Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure
Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure
More Tracks: Right, Right, Left, Triangle, Right, Down, Down
Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up
Super Turbo Pads: Triangle, Right, Right, Circle, Left
Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right
"Unlimited" Tricks: *After entering one of these next tricks, you will have to reset the game to get a different unlimited object.*
Unlimited Wumpa Fruit: Down, Right, Right, Down, Down
Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left
Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down
Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode
At the main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure)
Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right
N. Trophy: Down, Left, Right, Up, Down, Right, Right

Fear Effect

Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.
999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle
Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square
One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1
Suicide Mode (NPCs are stronger):
(cont. on page 106)

DRIVER 2

Didn't think there were secrets in Driver 2? Maybe you did. If not, here they are.

[illegible]

[illegible] the car and climb [illegible] around until you [illegible] wheels you can drive right out of the gat[illegible]

OK, with [illegible] a maze and at th[illegible] form. If you hit the wa[illegible]

[illegible] the airport, that [illegible] Turner to [illegible] on your right [illegible] Lady Tanner. All [illegible] Mid-Strip [illegible]

Go to the middle of the map, to the [illegible] the switch. It opens a gate [illegible] the other [illegible] building. Run the gate [illegible] Sewer. Watch [illegible]

Go to the middle of the map [illegible] Velho and find a switch [illegible] Display Price. Switch [illegible] Lagoon. Go to the [illegible] the dock [illegible] the [illegible]

continued from last issue

TONY HAWK'S PRO SKATER 2

Marseille

■ If there's a better place to skate than France, it's somewhere on Mars. The money in the level is pretty concentrated. Go straight ahead from the start and look for the odd-colored tree being held up by a stick. Hop down the stick, wait for Chicken Little's prophecy, then jump on into that hole. Grab all that cash then head for the highwire.

Skatestreet

■ Our advice: Do a U-turn from the get-go and go right or left. Going left complements your vert skills. Go right to bust some serious street tricks. As for the cash, you'll have to take a couple different runs to get it. The curved rail to your left at the beginning unlocks a secret area with a horde in there; the other cash leads to the second unlockable area.

The Bullring

■ You're given a ramp to go at right from the start, which is quite nice. But there's another late-in-the-run way to get mucho points. Go into where the El Toro is spazzing and start doing Manuals to Wall Rides to different grinds. Hop off into a Manual (watch for humps) and go right back to the wall. Money-wise, run over the bull doodle to score four $250 bills. Otherwise, you're going to have to show some air accuracy and grind skills to score.

Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the [illegible] gories until you see "Rest of the World." Now move down to the [illegible] and cycle through until you see "Rest EA teams," "EA1 through EA4." These special Electronic Arts teams have very high attributes. For a perfect [illegible] team called Special Guests. This incredible team has fu[illegible] attributes.

Grind Session

All Tricks Enabled: Press START to pause the game, then press Down, [illegible] "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.

International Track & Field 2000

Play as Konami Man: On the "Select Event" screen, choose the event you want to play and then enter the Konami code (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X). If [illegible] Now when you begin the event, your character will be Konami Man. When you begin an event with a female ath[illegible]

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left

Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down

Maximum Health: [illegible]

Refill Magic: [illegible] Right, Left, Triangle, Right, Down

Maximum Magic: Hold L1 and press [illegible]

Pass Through Barriers: [illegible] press Down, Circle, Circle, [illegible] Right, T[illegible]

Wall Climbing: [illegible] Triangle, [illegible] Right, [illegible] Down

Hurt Raziel: [illegible]

Force: [illegible]

Constrict: [illegible] Right, [illegible] Down

Force Glyph: [illegible] press Down, [illegible] Triangle, Down, [illegible]

Stone Glyph: [illegible] Right, Right

Sound Glyph: [illegible] Right, Down, Down, Down

Water Glyph: [illegible] Down, Circle, Up, Down, Right

Fire Glyph: [illegible] Right, Up, Triangle, [illegible]

Sunlight Glyph: [illegible] Circle, Left, Right, Right, [illegible], Left

Shift at Any Time: [illegible] Up, Down, [illegible], Right, Left, Circle, Right, Left, Down

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: [illegible]

Nifty Multiplayer Power-ups: [illegible]

American Movie Mode: [illegible]

Unlock Col Muller: [illegible]

From the options, choose "Password" and enter any of these codes into the Enigma Machine

Unlimited Ammo: [illegible]

4x Firing Rate: [illegible]

Reflecting Shots: [illegible]

Unlock William Shakespeare in Multiplayer: [illegible]

Unlock Winston Churchill in Multiplayer: [illegible]

Unlock the Raptor in Multiplayer: [illegible]

Codes for Multiplayer Mode: [illegible]

Codes Unlocked on the Gallery Screen: [illegible]

FINAL FANTASY IX WALK-THROUGH
CONTINUED: DISCS TWO AND THREE

Learned by Quina after eating enemies:

Ironite	Angel's Snack
Clipper	Aqua Breath
Carrion Worm	Auto-Life
Worm Hydra	Bad Breath
Veteran	Doom
Adamantoise	Earth Shake
Gigan Toad	Frog Drop
Wraith	Frost
Goblin Mage	Goblin Punch
Axe Beak	Limit Glove
Lamia	LV3 Def-less
Carve Spider	LV3 Def-less
Feather Circle	LV 4 Holy
Whale Zombie	LV5 Death
Magic Vice	Magic
Hammer	
Dragonfly	Matra Magic
Serpion	Mighty Guard
Bomb	Mustard Bomb
Nymph	Night
Abomination	Night
Ladybug	Pumpkin Head
Hecteyes	Roulette
Red Dragon	Twister
Vice	Vanish
Garuda	White Wind
Cactuar	1,000 Needles

BLUE MAGIC

The Complete
DISCTWO
Walk Through

1 Supersoft

• Dagger and Steiner will reach a rest stop and get off to wait for the next car to arrive. Enter the rest stop area on the right and talk to everyone (be sure to save at the Moogle). Dagger will hear a familiar voice so head out to investigate it. Once you've talked to Cinna, Marcus and Steiner, follow them all to the car that has just arrived. You won't go far before the train car will come to a stop, and you will get off to fight Black Waltz #3 again. This is an easy fight, since the Black Waltz's attacks do little damage and Dagger's healing spell will heal everyone. After the fight, get back on the train car and proceed to the next gate. At the split in the path, take the road on the right and you'll end up on the over-world.

2 Treno

• Head southeast until you reach the [illegible] Treno. Once inside, the party will [illegible] and you will be in control of [illegible]. Explore the town and search [illegible] thoroughly. In the weapon [illegible] possible to fight the monster for a [illegible] reward, but you have little chance of success at this point unless you use a tent on hand. [illegible] get the Poison/Darkness Sword [illegible] snake on the first try. There is also another sword [illegible] Shop on the west part of the town [illegible]. [illegible] build up money, after [illegible] have Steepled Hats in your inventory. [illegible] Cotton Robe taken [illegible] and 1,000 Gil to make [illegible] Gil. If you don't have [illegible] head back out of Treno [illegible] South Gate, take the left road to reach the [illegible] and buy [illegible] there. Ultimately, [illegible] Hats anywhere at this point [illegible] those that [illegible] now. After [illegible] the rest of Treno [illegible] House to meet up with [illegible].

• At [illegible] you can spend a long time [illegible] Treno to build up money to [illegible] items that are sold at the [illegible] and you can also earn new [illegible] equipment. As optional [illegible] ready, head to the [illegible] Bar to meet up with Marcus and look [illegible] personal event. Finally, you will end up [illegible] South Gate and meet up with an old friend of Dagger's. Follow him to his [illegible] the tower in the west area of Treno. After you receive the Supersoft at [illegible], take the hatch [illegible] ground [illegible].

3 Gargan Roo

• Head to the bottom-left of the screen [illegible] with a switch. [illegible] up and take the [illegible] Instruct you on how to use the [illegible] jet to Alexandria. [illegible] and you'll end up rid[illegible] until you encounter a [illegible] This snake [illegible] especially if you built your [illegible] Tent [illegible] chop away with [illegible] and hea[illegible]

Unlock the Making of Level 2 (History): BIGGRETA
Unlock the Making of Level 3 (History): DASBOOT
Unlock the Making of Level 4 (History): STUKA
Unlock the Making of Level 5 (History): KOMET
Unlock the Making of Level 6 and 7 (History): TWOSIXTWO
Unlock the Making of Level 8 (History): VICTORYDAY
Pictures of the Development Team: DWIMOHTEAM
Secret Photo Gallery of Staff: DWIGALLERY
L. Henson Picture: COOLCHICK
A. Jones Picture: AJRULES
Mission Log Codes: *For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any p*
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle

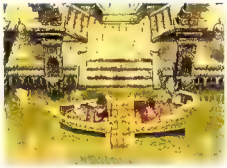
NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose the "Game Options." Access Load and save and move left for the Password option. On the password screen, enter COPPAURNAA. All drivers and the pro level will be open and the tracks will be available, [illegible] the bonus.

NFL GameDay 2001

From the options screen, highlight and pick the "Easter Eggs" option. On this screen, you can enter any of the following codes (in caps) for the results as shown below.

Brainy Computer: SMARTCPU
Speedy Players: ROCKETMAN
Max Injuries: HAMMERLRY
Slower Movement: STROBELIGHT
Balanced Abilities: ALLEVEN
Basketball Star Names: BASKETBALL
Flat Football Players: TWOD
Big Football: BIG PIG
Huge Players: GIANTS
Tiny, Quick Players: POP WARNER
Fast Movement: BOOSTER
Programmer Names: RED ZONE
Bobo Teams: ALL BOBO
European League Names: EURO LEAGUE
United States Presidents: OVAL OFFICE
Increased Endurance: ENDURANCE
Bigger Hits: CRUNCH
Better Defense: LINE BUSTER
Skilled Running Back: SUPER FOOT



After [illegible] get [illegible] speed [illegible] Zidane [illegible] Dagger [illegible] spell to [illegible]. After the battle you will continue to Alexandria and meet unfortunate circumstances before the action returns to Zidane's party.

4 Gargan Roo

• After the party recovers from the battle with Beatrix, they head toward Cleyra, the town protected by a magical sandstorm. It's easy to find—just look for a huge sandstorm in the southwest. Even after you enter the big swirling sandstorm, you won't actually be in the town yet. You must climb the giant tree trunk to get there. After you climb the trunk, proceed through the palace. When you pass a large green door, the left path is the main leading route. Ignore it for now but continue and you will come to a switch that redirects the sand into the previous area. Head back to the green door and climb onto it. Then go to the left and continue in the room with the quicksand. You can direct the way you want to go if you hold a direction and tap the Circle button. After the room with the quicksand, you will soon arrive in the town of Cleyra itself.

5 Cleyra Trunk

• After you gain control of Zidane and Marcus, head to the left. Go down to the room to the right from the entrance of the Anti-Sand Device. Explore the room until you hear noises of the Antlion monsters. Then head back to the room with the sand and pool near the entrance of the town. Here you will see the Antlion with Rusty in its jaws. After Rusty's cut free, you have to fight the Antlion. Keep on hacking at the Antlion's battle [illegible] keep your party [illegible] decent level. Make [illegible] Freya's Ways [illegible] the Antlion's attacks, and use [illegible] and Phoenix Downs as necessary. You may even want to use H-Potions at this point. After defeating the Antlion, several events will take place that will end up with your party heading back to [illegible] the trunk of Cleyra. Keep backtracking until the party realizes they've been set up and returns to the town.

• Upon your arrival in town, you will need to [illegible] the [illegible] town people to sell. Direct them to the upper right part of the town and then toward the [illegible] the more people [illegible] the more items you will get from their sales. After Freya's sad rendition of about her lost love you have to fight Beatrix again. Deal with the [illegible] as before and you will meet with the same result. After the battle [illegible] the Black mages and you will end up on the Red Rose airship. There, some [illegible] to do here besides wait for the directions to end up back on your way to Alexandria.

6 Cleyra

• The scene will switch to Steiner and Marcus trapped in a cage. Once you start swinging the cage, the secret is to push in the direction you're moving right as you pass the middle of the screen. After several swings, you break out. Equip Steiner with armor, weapons and armor that you have. Meet with the other party, then start moving to the left. Be quick or you will get caught by Alexandrian soldiers. Once you climb the ladder, you will meet up with the others from the Red Rose airship. Your party now is Zidane, Steiner, Vivi and Freya. You will now have 30 minutes to find Dagger. If you're using Auto-Potion on any of your characters, you'll want to unequip it for now since the Alexandrian soldiers won't do much damage and Auto-Potion wastes a lot of time. Proceed into the castle through the main gate. If you go into the library, you can find a book on top of a high shelf. Ignore it unless you have at least 20 minutes left and your party is overleveled. If you meet the requirements, turn Auto-Potion back on and examine the bookcase to begin a boss battle. You can't really damage this boss when it's closed up, so you should use Focus every turn and each of the other party members should attack until you uncover the boss itself, then use your strongest attacks. [illegible] on the first [illegible] and you will have to find [illegible] you win, you'll receive the Running Shoes that allow you to learn Auto-Haste. After the fight, head back into the main hall and go up the stairs. Return to the balcony. After Zidane first met Garnet and [illegible] that she ran out [illegible] Queen's Chambers. Examine the [illegible] angle on the far [illegible] passageway.

• Proceed through the halls and you will eventually find the room where Dagger's being held by Vivi and Tiger. These two should not be too tough. You only have to defeat one of them to win the battle. After the fight the timer will finally stop, so go out to rescue Dagger. Then return to the Queen's Chambers to meet up with

Easier Catches: STICKEM
Better Passes: SHOOTERS
Cheerleader Pics After Game (Cycle with X button): FASHION SHOW

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.

NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)
Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Rainbow Six

Press START to pause the game in the middle of play. Then hold the L1 button and press the following buttons to activate the codes shown below.

All Doors Unlocked: Triangle, Square, Square, Triangle, X, Circle, Square, Triangle
Invincible Hostages: Circle, Circle, Square, Triangle, X, Triangle, X, Circle
Reload Ammunition: Square, Square, Circle, Triangle, X, Triangle, X, Triangle
Terrorists Removed: Triangle, Circle, Circle, Triangle, Square, X, Triangle, Circle
Remove All Operatives: Triangle, Tri

STRATEGY GUIDES

Here's the system: If the strategy guide is useful, gives tricks and tips and helps you narrow your game time, it's going to score well. If it doesn't, unsurprisingly, it won't. Will the guide make you a better gamer? It'd better, or we'll tell you to spend your clowns on a nice T-shirt, maybe.

Summoner

Though this guide includes a much-needed collection of maps (since it's very easy to get lost in the twisting city streets and dungeons), the sloppy layout makes for more headaches than help. Sure, all the information you need is there, but it's a pain in the rear trying to find it all amid the dark-colored backgrounds and funky fonts. The item and monster lists are helpful, but it seems like they come at the expense of greater detail in the walk-through segment—especially toward the end.
Final Score ●●
www.primagames.com

Final Fantasy IX

Like any solid RPG, FF9 requires a guide if you want to uncover every secret. But BradyGames' directs you to Square-soft's new Web service, PlayOnline.com rather than giving you all the key pieces of information. You'll get a list of the weapons, for example, but not their locations. You'll have to head to PlayOnline.com and plug in the provided password to find that out. Ugh. Overall, we're annoyed by this glossy 200-page ad for Squaresoft's Web site. Buy it if you don't mind frequent trips to the Web.
Final Score ●●●
www.bradygames.com

Driver 2

If you want to get Tanner around the various hoods in Driver 2, this is a guide that can get you over the hump. There are secret cars and areas that are specifically called out, there are detailed maps for each urban area, and there are plenty of screenshots so you can avoid any confusion. But the best part of the guide are the tips that are spread out that tell you how to take care of the different evils of the game. A well-done guide. Check it out.
Final Score ●●●●
www.primagames.com

Alien Resurrection

This game is a toughy. It's way hard, but the difficulty comes from figuring out how to beat guys, not figuring out where stuff is (though it's nice to know where to look, using the guide). With this in mind the guide (which is on black-and-white paper—yuck!) isn't as big a help as it should be. Probably the biggest help would've been a long list of codes to help you through, but those are sorely lacking.
Final Score ●●●
www.primagames.com

DVD EASTER EGGS

Gladiator DVD

Pop in the second disc of the Gladiator DVD and hop over to the "Trailers and TV Spots" page. Click left on your remote and the emperor's broach will be highlighted. If you click on it you'll be privy to a preview of "Chicken Run" which parodies Gladiator.

X-Men: The Movie DVD

All right, this is pretty cool and also quite funny. Select the "Special Features" option on the DVD and then head over to "Theatrical Trailers & TV Spots." Then press the left on your remote which makes a rose symbol light up. If you press Enter you'll be treated to a "joke" scene featuring Jean Grey, Cyclops, Storm and a guest appearance by Spider-Man himself.

Also, if you skip over to the "Art Gallery" from the "Special Features" menu, then highlight "Main Menu" and press up one time on your remote, you'll be able to highlight Logan's Military Tag. Hit enter and you'll see a series of preliminary drawings of "The Beast" and "The Blob."

Shanghai Noon DVD

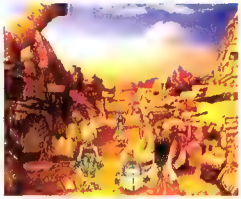
Move on over to the "Special Features" and then glide over to "Shanghai Surprises." From there click on the 2nd game. Beat the game and accept your prize. It will show a short movie clip where folks are playing the Chinese drinking game, this time with English subtitles, so you can make sense of it.

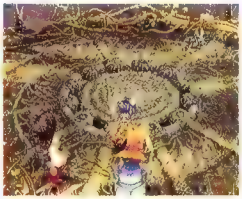
Toy Story 2 Ultimate Toy Box Set DVD

Here's a nine-step process to find a Pixar easter egg:

1. Load Disc 3: Supplementary Features.
2. At the choice screen, click on the "Toy. Story 2" side.
3. Pick "STORY" when asked what part of the disc you'd like to explore.
4. Go to "STORY BOARD TO FILM COMPARISON."
5. Click on "JESSIE'S SONG."
6. While watching, click the Angle button to alternate between the scenes.
7. After the segment it should go back to the menu, but it doesn't. Instead, it pauses for a short while.
8. When the pause comes, press the Angle button a second time.
9. John Lassetor pops up and says, "Congratulations, you have found an easter egg!" He then shows a clip of a car that goes wild and out of control. Pretty cool stuff.

[illegible] Beast [illegible] Best [illegible] Anti you just is before [illegible] you [illegible] Anyway, [illegible] is to defeat all normal attacks. After [illegible] control of [illegible] back down to the [illegible] where Dragger [illegible] time [illegible] area [illegible] After [illegible] you reach the [illegible] native [illegible] that [illegible] Mu[illegible] After the [illegible] again [illegible] trip to [illegible] pretty [illegible]





[illegible]

7 Alexandria

• [illegible] to Ranat [illegible] and to [illegible] parts of the [illegible] explore the great [illegible] quality and [illegible] a plot [illegible] Alexandria [illegible] and [illegible] find [illegible] parts of the [illegible] FMV and [illegible] owned [illegible]

8 Pinnacle Rocks

• Talk to Cid [illegible] equipment [illegible]

9 Fossil Roo

• Head [illegible] to Qu's Marsh and find [illegible] the frog pond. [illegible] Anger [illegible]

[illegible]

10 Outer Continent

• Head [illegible] Outer Continent [illegible]

11 Conde Petie

• Explore the town and [illegible] equipment as usual. [illegible] members [illegible] When [illegible] and back [illegible]

12 Black Mage Village

• [illegible]

Cont. from page 108

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start [illegible] When the lights start to round down [illegible] the third red light beeps and then [illegible] hold the X button. For [illegible] the X button and [illegible] on the third and fourth light.

Instant Turbo Blast: In the middle of the game, press and hold the A button and Brake but[illegible] simultaneously. Now [illegible] around twice, so that you complete two 360s and let go of the Acceleration and Brake buttons.

Spider-Man

Go to the main menu screen and access the "Special" menu. Next, highlight and enter the "Cheats" option. Now you can put in any of the following cheats (which are shown in caps,) on the "Enter Cheats" screen as shown below.

Level Select: XCLSOR
Invulnerable: ROBSTORM
Webbing: [illegible]
Game Comic Covers: ALLSIXCC
Movie Viewer: WATCHEM
Character Viewer: CVIEWEM
Storyboard Viewer: CGOSSETT
What If Contest: GBHSRSPM
Ben Reilly Costume: BNREILLY
Symbiote Spidey Costume: BLACKRDR
Spidey 2099 Costume: TWNTYNDN
Captain Universe Costume: SCOSMI
Spidey Unlimited Costume: PARALLEL
Scarlet Spider Costume: LETTERS
Amazing Bagman Costume: AMZBGMAN
Peter Parker Costume: MJSSTJD
Quick Change Costume: ALMSTPKR
Unlock J. James Jewett: ROLLOR
Full Health: DCSTLR

13 Sanctuary

• Return to the [illegible] there is a door to the left area of the [illegible] down that can perform [illegible] you [illegible] target [illegible]

• In this area, there are several colored stones that [illegible] around. After [illegible] the large statue on the path leading [illegible] the [illegible] Mage and place them in their [illegible] Mage [illegible]

14 Lifa Tree

• [illegible]

Once you reach the bottom, talk to every one and watch the water with Eiko (make [illegible]

15 Madain Sari (2)

• [illegible]

you are using the High Tide ability, so it shouldn't be too hard. When the light is [illegible]

16 Lifa Tree (2)

• [illegible]

Walk-Through for

DISC THREE

Begins

01 Alexandria

•

SUPPORT ABILITIES

Ability	Description
Ability Up	Characters learn abilities faster
Absorb MP	Absorbs MP used by enemy
Accuracy +	Raises physical attack accuracy
Add Status	Adds weapons status effect when you attack (Add ST:)
Alert	Prevents back attacks
Antibody	Prevents Poison and Venom
Auto-Float	Automatically casts Float in battle
Auto-Haste	Automatically casts Haste in battle
Auto-Life	Automatically casts Life in battle
Auto-Potion	Activates Potion when damaged
Auto-Reflect	Automatically casts Reflect in battle
Auto-Regen	Automatically casts Regen in battle
Bandit	Raises success rate of Steal
Beast Killer	Deals lethal damage to beasts
Bird Killer	Deals lethal damage to flying enemies
Body Temp	Prevents Freeze and Heat
Boost	Raises strength of Eidolons
Bright Eyes	Prevents Darkness
Bug Killer	Deals lethal damage to insects
Chemist	Doubles the potency of medicinal items
Clear Headed	Prevents Confusion
Concentrate	Raises the strength of spells
Counter	Counterattacks when physically attacked
[illegible]	You take damage in place of [illegible]
Dark Killer	Deals lethal damage to demons
Distract	Lowers enemy's physical attack accuracy
Dragon Killer	Deals lethal damage to dragons
Eye 4 Eye	Raises Counter activation rate
Flee-Gil	Receive Gil even when running from battle
Gamble Dmgs.	Raises Defense occasionally
Guardian Mog	Mog protects with unseen forces
Half MP	Cuts MP use by half in battle
Healer	Restores target's HP
High Jump	Jump higher to raise jump attack power
High Tide	Allows you to Trance faster
HP+10%	Increases HP by 10%
HP+20%	Increases HP by 20%
Initiative	Raises the chance of first strike
Insomniac	Prevents Sleep
Jelly	Prevents Petrify and Gradual Petrify Lvl Up
[illegible]	Characters level up faster
Locomotion	Prevents Stop
Long Reach	Back row attacks like front row
Loudmouth	Prevents Silence
Magic Elem Null	Nullifies magic element
Man Eater	Deals lethal damage to humans
Master Thief	Steal better items
Millionaire	Receive more Gil after battle
MP+10%	Increases MP by 10%
MP+20%	Increases MP by 20%
MP Attack	Uses own MP to raise Attack Power
Mug	Damages enemy when you Steal
Odin's Sword	Attacks with sixteen Odin
Protect Girls	You take damage in place of a girl
Reflect +2	Doubles the strength of spells by using Reflect
Reflect-Null	Nullifies Reflect and attacks
Restore HP	Restores HP automatically when near death
Return Magic	Returns magic used by enemy
Steal Gil	Steals Gil along with items
Stone Killer	Deals lethal damage to stone enemies
Undead Killer	Deals lethal damage to undead enemies

Big Heads: DULUX
Debug Info: [illegible]
Everything: EEL NATS
No Naughty Words: [illegible] Spider-Man will appear [illegible] the Acid and [illegible] "nice" word

Star Trek: Invasion

Unlock Everything: On the mission select screen, press Up, Left, Down, Right, Up, Right, Down, Left, [illegible] L1+R1, L2+R2. The screen will flash [illegible] the code was entered correctly. Now [illegible] the middle of any mission, press [illegible] as "One Hit Kills," "Player Can't Die," and "All Weapons."

View Credits Screen: On any mission briefing screen, press these commands five times: Left, Right, Up, Down.

Supercross 2000

From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passcodes for the results as shown below. You'll hear a sound to confirm correct code entry.

The Bikes Never Crash: N0CR4SH
Giants on Mini-Bikes: G1ANTS
Supercross on Mercury: M3RCVRY
Supercross on Venus: V3NVS
Supercross on the Moon: M00N
Supercross on Mars: M[illegible]
Supercross on Jupiter: [illegible]
Supercross on Saturn: [illegible]
Supercross on Uranus: VR4NVS
Supercross on Neptune: N3PTVN3
Supercross on Pluto: [illegible]
Add Hop Button. [illegible]
Extra Camera Modes: [illegible]
Just the Bikes: [illegible]
Lookout Ichabod!: [illegible]
All Riders Get in Your Way: [illegible]
No More Off Track: [illegible]
No More Getting Reset: K1PPING0K
Bigger Dirt Spray: [illegible]

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, do one of these methods for the results as shown.

All Items: [illegible]

ARMORED CORE 2

FRAGADELIC SECRETS

Maybe Armored Core 2 should be called Hard Core 2. This game is so advan[illegible] into grabbing a full strategy guide (Prima [illegible] on the stands). But for now, here are some nice tips to keep you moving forward through all thing h igh-tech and mech

Overweight AC Units: Aft[illegible] player missions for th[illegible] receive the end-game credits), you ll have a [illegible] buy an "Overweight" AC Unit. This mech [illegible] that would be too heavy for an average AC unit to tote around

Hidden AC Parts: There are 34 hidden parts avai able as soon as the game begins. There are [illegible] ways to get them: complete certain missions, after combat or once you collect sufficient corporate points. The Inventory section [illegible] of hidden AC Parts

100% Rating: If you want to [illegible] you ll have [illegible] rating. Here s the list of points (66 points=100% complete

Points	Stipulation
13	Secure all H dden AC Parts
9	Secure al arena pa[illegible]
1	Defeat the boss at the end of Leve[illegible]
6	Defeat the arena ACs that appear
1	Archive #1 status in Arena mod[illegible]
1	Per successful mission (36 points max)

Emblem Thieving: After ma[illegible] gle-player Arena mode y[illegible] emblem (but only right after you w n). Go t[illegible] the screen showing your opponent s information and press Triangle to enter the Specs screen. Then press Start and Select and you ll hear a rivet sc[illegible] Head over to your garage and the new (stolen) emblem will be there

Override Boost Disconnect: If you want to d[illegible] your Override Boost during a game pl[illegible] R2 and R3 together. Now the energy [illegible] boost can be [illegible] depleted: automatic shut-dow[illegible] and power up is halted. You can shoot energy weapons and boost for longer times. Keep in mind that recharging takes a longer time, so you ll b[illegible] really vulner ble. If you want imme[illegible] power to secure victory, this is the way to go

Quick Cred ts: After beat ng your Arena mode, you [illegible] credits for challenging the dummies you ve already defeated. [illegible] with miss on, though. [illegible] missions that you had a great [illegible] One level to keep your [illegible] Explosives. R[illegible] time you ll be able to score 43,00[illegible] credits. [illegible] some pretty n ce, low-energy schw[illegible]

Human Plus Enhancements: To obtain [illegible] Plus parts, enter Level 2 and [illegible] credits read (M)50 000 cr[illegible] movie plays and you ll acquire [illegible] for parts in levels [illegible]. You a get Improved [illegible] Long-Range Blade, Enhanced Cooling, Improved Mobility and Improved Boost

02 Treno

• [illegible]

[illegible] Potion. Go down to the Tantalus hangout [illegible] Cinna and get the Un[illegible] [illegible] in the hangout for some [illegible] then return to Cid in the Rova [illegible]

04 Linblum Castle

• [illegible]

06 Linblum Castle

• Go down to the Business District to [illegible] then return to the castle. [illegible] the Base Level and take the right cart to go to the Serpent Gate [illegible] outside to the dock to board the ship

HARDIS' LEGENDARY SYNTHESIS SHOP

Item to Create	Ingredient 1	Ingredient 2	Cost
Robe of Lords	White Robe	Black Robe	30,000
Tin Armor	Hammer	Ore	50,000
Protect Ring	Dark Matter	Rebirth Ring	40,000
Pumice	Pumice Piece	Pumice Piece	50,000
Garnet	Ore	Remedy	350
Amethyst	Ore	Annoyntment	200
Peridot	Ore	Soft	100
Sapphire	Ore	Antidote	200
Opal	Ore	Potion	100
Topaz	Ore	Eye Drops	100
Lapis Lazuli	Ore	Dead Pepper	400
Pumice Piece	Hammer	Pumice	25,000
Save the Queen	Javelin	Silver Gloves	50,000
Phoenix Pinion	Phoenix Down	Gysahl Greens	300
Ether	Echo Screen	Vaccine	500

03 Alexandria

• Make sure [illegible]

05 Linblum

• [illegible]

07 Blue Narciss

• Pick your desired party, then set sail [illegible] Sage at this time, her [illegible] sometimes fail in battle due [illegible] Now that you have control [illegible] you are free to go anywhere you want and dock anywhere that has a [illegible] you're ready, take the boat [illegible] Continent and go to the Black Mage Village

08 Black Mage Village

• [illegible] the village, then head to the west [illegible] where the graveyard is. Go to the [illegible] shack to meet up with Vivi. Next enter the shack and you ll learn of [illegible]—take the ship to a shore [illegible] the eastern side of the Outer [illegible] and look for the desert with

Dead [illegible] that you have all the [illegible]

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the [illegible] the Triangle button. This [illegible] screen and you will have all the we[illegible] unlimited a[illegible]

Skip Current Level: [illegible]

Tomorrow Never Dies

While playing, press START to pause. Enter the following codes for the results as shown.

Immunity from Bullets: SELECT, SELECT, Circle, Circle, Triangle, SELECT

Pass Through Walls: SELECT, SELECT, Circle, Circle, Triangle, Triangle, Triangle, Triangle

Every Weapon and 50 Health: SELECT, SELECT, Circle, Circle, L1, L1, R1, R1

Mission Complete: SELECT, SELECT, Circle, Circle, SELECT, Circle

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If entered correctly, the screen will shake.

Special Available Anytime: Hold L1 and press X.

[illegible] most whirlpool to enter. If you pick the [illegible]

A[illegible] across the bridge. You'll have a conver[illegible] with a certain someone [illegible] have to follow the path to board the ship. Once you land, head northwest and navi[illegible]gate through the Seaways Canyon to reach Oeilvert.

09 Oeilvert

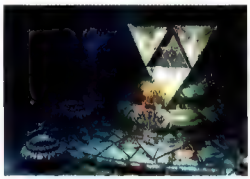
• At the entrance is a Moogle that sells [illegible] equipment before moving on. If you need money, go back outside and light. When [illegible]

[illegible]

• Make sure [illegible] the [illegible] Epitaph [illegible] Zidane attempt [illegible] Phoenix Down [illegible] much easier [illegible] the Epitaph's Mirror spell, which creates a clone of one of your characters. By left no[illegible] clone up to three of your party member[illegible] Now if the Epitaph clones a character that's current[illegible] ter will die [illegible] character, though, just concent[illegible]

[illegible] itself [illegible] you've kicked it. Next, al Zid[illegible] weakest state. If you have left the Epitaph [illegible] characters, then kill the Epitaph [illegible] for all. Each clone you kill contributes up [illegible] a total of 2,4 to EX[illegible] method also helps build up the Adrenaline [illegible] full steal. We recommend spending [illegible] some time here to build up levels [illegible]

• Head up the stairs at the top [illegible] to the first room, and head left. Continue [illegible] the left of the room and head down th[illegible]



[illegible]

• [illegible] magician in your party use Hi[illegible] heal. After the battle, take the Gulug Stone [illegible]

Dung[illegible]

10 Kuja's Dungeon

• [illegible]

• [illegible]

• [illegible] of statues. Move to the right s[illegible] room. Light the [illegible] candles, then g[illegible] the stairs and light the [illegible] the purple Blood Stone at the top of the [illegible]

• [illegible] through the new door now on t[illegible] of the room and light the candle near [illegible] room. Examine the purple [illegible] one then go to the end of the pa[illegible] to the left and up the stairs [illegible] at the top of the stairs, then contin[illegible] in the Libra [illegible] candle at the far left, then climb [illegible] at the bottom right and light the [illegible] of the ledge. Proceed th[illegible] purple Blood Stone. Return to the Libra [illegible] candle on the middle shelf to [illegible] floor. Proceed through th[illegible] door and climb the stairs. Light the [illegible] top of the stair[illegible] the Library [illegible] the right of the room to open [illegible] floor. Go through the door and light

[illegible], to remove the right set

Triangle, Circle, Down, [illegible] Right

Get 10X Multiplier: Hold [illegible] and press Square, Triangle, Up, Down

Get 13X Multiplier: [illegible] and press X, Square, Square, [illegible]

Slow Mo: Hold [illegible] and press Square, Left, Up, Square, Left

Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down

Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Pres[illegible] hold the L1 but[illegible] Right, Down, [illegible] correctly. At main menu, choose to continue the [illegible] Dick, all tag [illegible] are available.

Trick'n Snowboarder

Play as Resident Evil 2 Characters: *Note: The RE2 characters are available for play only in Free Mode.* At the title screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now, select Free Mode. Once you are in the character select screen, press L2 or R2 to use the Resident Evil 2 characters: Leon, Claire and the dreaded zombie cop.

Twisted Metal 4

From [illegible] Fate [illegible] below. You [illegible]

Unlimited Specials: [illegible] Triangle

Only Pick Up Napalms: Right, Left, R1, Right, Circle

CPU Shoots Only You. Right, Triangle, Right, Triangle, L1

WCW Mayhem

All Wrestlers: PLYHDNGYS

Play as Same Wrestlers: DPLGNGRS

[illegible] opponent in versus mode

Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the [illegible] Nitro ring to wrestle at the TNT Nitro stadium.)

Enable Quest Cheat: CHTGLBST

the candle, then re[illegible] more. Go through the stained-glass wi[illegible]low on the left to reach a new hall and [illegible] save-Moogle [illegible]

• Continue left and light the two candle[illegible] Examine the purple Bl[illegible] head through the door on the left. Follow the path into the next room and light al[illegible] three candle[illegible] light up another Blood [illegible]. After y[illegible] examine the [illegible] dle to create another bright staircase [illegible] the middle of the room. Proceed up th[illegible]s (make sure you're ready to fight) and light the candle to bring on a boss battle. I[illegible] you got all the Blood Stones, this boss wi[illegible] [illegible]p and attack. You can use Reflect to make it even easier. After the fight [illegible] the candle and then stand on the ligh[illegible]

• [illegible] select your desired party and head out th[illegible] door. For [illegible] blue lights. Take the one on the left and proceed to where the airship was docked but continue down the path to reach [illegible] deck. Examine the lever just [illegible] lower the ladder [illegible]

11 Esto Gaza

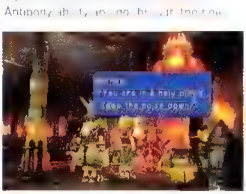
• [illegible]

• [illegible] Examine the trap at the top of the room, and once you take all four mirrors, it's time to light [illegible] Weapons, this [illegible]

• After [illegible] the elevator [illegible] the picture on the right wall. [illegible] Return to the room where yo[illegible] down the [illegible] Follow the path to the right and [illegible] through the door into Mount Gulug.

12 Mount Gulug

• Follow the path and climb [illegible] rope. At the bottom, examine the lever just to the left of the rope and [illegible] repeatedly. [illegible] Climb the rope [illegible] Antipodal [illegible]



[illegible] Save at the Moogle, then go to the Conference Room. After a long series [illegible] enes and some awesome FMV, you finally be in control of an airship, the Hilde[illegible] the entire world at your disposal. You can head [illegible] party and visit Quan's Dwelling. Check the [illegible] ock for a pair of Running Shoes. Once [illegible] fly to Ipsen's Castle.

13 Ipsen's Castle

• When you're inside Ipsen's Castle, a strange thing happens. Here, the [illegible] damage you'll do. Yes, you read it [illegible] Throughout the castle, you can find each [illegible] equip it you don't already [illegible] and accessories should be your strongest, however. You'll also want t[illegible] have the Jelly ability equipped. Making your way through the castle is pre[illegible] [illegible] Examine the trap at the top of the room, and once you take all four mirrors, it's time to light [illegible] Weapons, this [illegible]

• After [illegible] the elevator [illegible] the picture on the right wall. [illegible] Return to the room where yo[illegible] down the [illegible] Follow the path to the right and [illegible] through the door into Mount Gulug.

12 Mount Gulug

• Follow the path and climb [illegible] rope. At the bottom, examine the lever just to the left of the rope and [illegible] repeatedly. [illegible] Climb the rope [illegible] Antipodal [illegible] down to reach a room with a huge sword with pulsing electr[illegible] to get the Ancient Aroma. Leave the castle and after the scene, you'll need [illegible] Ancient [illegible] M[illegible] have Zidane [illegible] ability.] Reenter [illegible] to the [illegible] Save at the Moogle, then go to the Conference Room. After a long series [illegible] enes and some awesome FMV, you finally be in control of an airship, the Hilde[illegible] the entire world at your disposal. You can head [illegible] party and visit Quan's Dwelling. Check the [illegible] ock for a pair of Running Shoes. Once [illegible] fly to Ipsen's Castle.

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• After [illegible] the elevator [illegible] the picture on the right wall. [illegible] Return to the room where yo[illegible] down the [illegible] Follow the path to the right and [illegible] through the door into Mount Gulug.

12 Mount Gulug

• Follow the path and climb [illegible] rope. At the bottom, examine the lever just to the left of the rope and [illegible] repeatedly. [illegible] Climb the rope [illegible] Antipodal [illegible]

14 The Shrines

• Just follow the directions of the [illegible] in at the lower-left corner of the [illegible] go to each shrine. You should go in the order of Water, Fire, Wind, Earth. The par[illegible] party (and use characters you haven't been building), but the only batt[illegible] fight is in the Earth shrine with Zidane and [illegible]na. Once you're down to just them, you may want to build Dana up some if you haven't been using her in your party. Once [illegible] equip the Auto-Float ability [illegible] them and equip any armor or accessories that resist or absorb Earth [illegible]ement. Then fly to the Earth Shrine. Just press the button when you see the Field [illegible]con to jump. Eventually you'll [illegible] boss battle. If you have Auto-Float on the [illegible] Just use [illegible] with Zidane and have [illegible] Wildever Blue Ma[illegible] (such as Mighty Guard and Maq[illegible] [illegible] time to go to the Shimmering [illegible]

15 Terra

• After [illegible] Mi[illegible] You'll be prompted to follow a [illegible] appears on the screen until you [illegible] next room. Detour to a path on the left to find a chest, then return to the main path [illegible] Ang her. Make sure to search each corner for hidde[illegible] After [illegible] wing the girl long enough [illegible] more FMV and eventu[illegible] up in the town of Bran Bal.

16 Bran Bal

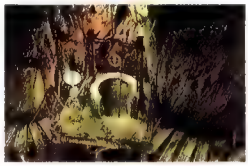
• Explore the town and [illegible] at the Moogle in the [illegible] alk to the kid watching the water on the left side of [illegible] to find out about the [illegible] on to the [illegible] the [illegible] to initiate a series of scenes and [illegible]Es. Afterward, go to the underground [illegible] aboratory at the top [illegible] Eventually, you'll end up in Pandemo[illegible]

17 Pandemonium

• Chase Garland around until he takes you out [illegible] Walk up [illegible] into [illegible] ball [illegible] members will [illegible] you. After the battles are over and you've recovered your entire [illegible] proceed until you reach the [illegible]

[illegible] initiates a 30-second [illegible] Make your way through the room [illegible] hurry across the [illegible]

• [illegible] room with a strange [illegible] ground. It's actually [illegible] possible to manipulate this machine man [illegible] but it's easier to have [illegible] party do it. Pass the machine [illegible] and try to get [illegible] After [illegible] room on the left and start going up. If you need the elevator changed, just [illegible] switch to the ATE and then switch [illegible] Once you reach the top, take the upper-left path to reach the next room. Use the blue teleporters to go around and make sure to get all the equipment in the chest. Return to the elevator and [illegible] where you got [illegible] the elevator and take the lower-left path. Make your way to the Moogle to save [illegible]



• From this point on in the game, you'll really want to have the Auto-Potion and Auto-Regen abilities on all four of your [illegible] characters. Learn it for anyone you can [illegible] continuing. At this point, you'll also [illegible] Antipodal [illegible] have, then head [illegible] door on the right. Here, you [illegible] series of boss battles that can [illegible] be pretty tough. It would be a good idea [illegible] available equipment from [illegible] all future bosses. If you can sur[illegible] from this point ha[illegible] equipment in the game [illegible] able to steal—use the Bandit and M[illegible] Thief abilities to make it easier. If you're at a decent level and have the Auto P[illegible] Auto-Regen combo, you should [illegible] these bosses without too m[illegible] can even cast Blind and [illegible] to make him even easi[illegible] After [illegible] more nice FMV and [illegible] disc three comes to a close.

To Be Continued Next Month

EA SPORTS MADDEN NFL 2001

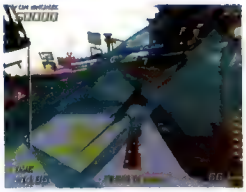
Kick Start

OK, the AI in Madden cheats. Don't believe us? Want proof? Fake a field goal. Hmm, it appears the defense has picked up on it. How interesting. Anyhow, with this in mind, it's tough to get more than a yard or a decapitation when you're trying to return a punt. Once in a fancy while a fumble gets mixed in to make your blood pressure rise. But there's a way to break off a decent punt return and we're here to tell you how. When it's fourth and long, pull out your Punt Block defense. Another key is to put your fastest guy (hopefully with decent hands) back as a punt returner. Once the ball is snapped, the AI magically adjusts with a Max Protect Punt formation, meaning no one's downfield to topple your returner before he gets his hands on the ball. This will usually lead to 15 unhindered yards. If your return man is quick enough, it can even mean a lot more.

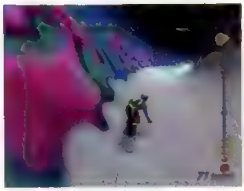
Short Cuts

Cutting the Megaplex Short

The Tokyo Megaplex is a psychedelic stage that causes one to drool and babble. It's tough to scream through, so here are two shortcuts that'll come in handy.



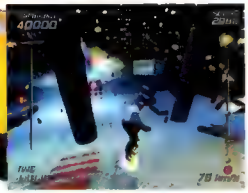
Glass Ceilings: The main pinball machine section can be bypassed by jumping onto the glass ceiling of the structure. It's much safer on top and you'll avoid the hazards.



Secret Tunnel: Leap into the fan and you'll find yourself in a relatively safe tunnel. Ride up the left wall to hit a zipper that will speed you along. Another zipper will be at the exit.

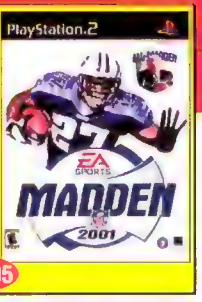
Speeding Up the Mercury City Meltdown

Mercury City is the coolest, estranged urban setting we've ever seen in a snowboarding game. With that kind of size, it means lots of shortcuts.



Skipping Ahead: Just after the first turn in the track will be a glass section that you can use to jump ahead of the competition. This is a great way to grab an early lead.

'MADDEN FOOTBALL 2001' All the NFL teams, stadiums and exclusive Coaches Club license are here. You'll see coaches on the sidelines and hear them yelling. Each player is extremely detailed with awesome animations. John Madden and his partner Pat Summerall call the action from the booth.



EA (Sports)
Release: NOW
PSX2
$49.95

'ORPHEN: SCION OF SORCERY' The mysteries that haunt Chaos Island unfold as you explore this lush 3D world. You'll solve event-based puzzles, and battle numerous enemies on your eventful journey. The storyline unfolds only as a direct result of the player's actions throughout the game. Featuring stunningly beautiful graphics and traditional RPG elements such as character parties.

Activision (Roleplaying)
Release:NOW
PSX2
$48.95

'SUMMONER' With rings of channeling, you will call forth demons and golems, supernatural servants and elemental creatures. As a young Summoner you'll explore an incredible 3D world filled with many unique characters. Experience jaw dropping spell effects and amazing in-game cinematics.

THQ (Roleplaying)
Release: NOW
PSX2
$48.95

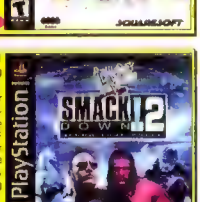
'DRIVER 2' Explore four new cities - Chicago, Las Vegas, Havana and Rio de Janeiro. Hop out of the car and perform tasks on foot, and even commandeer a new ride to complete your objectives. You'll face 40 unique and challenging missions that will test your driving skills to their extreme.

Infogrames (Sim)
Release: NOW
PSX
$42.95

'FINAL FANTASY IX' Young bandits are enlisted in the fight against the ruthless queen of Alexandria. Featuring 4 characters, wizards, & knights. The crystals from earlier titles are back too! One young bandit and his entourage must battle their way through many challenges to bring peace to their world.

EA (Roleplaying)
Release: NOW
PSX
$49.95

'WWF SMACKDOWN 2' The #1 rated show for teens is coming back to PlayStation and it's bigger and badder then ever before. Brawl in the ring, backstage, in the VIP room the parking lot, or the new WWF Restaurant. It doesn't matter where you wage war. Because WWF SmackDown! 2 Know Your Role takes the wrestling category to all-new heights.



THQ (Sports)
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WWF Smackdown 2 — PDS $39.95
Banjo-Tooie — N64 $49.95
Shenmue — DC $49.95

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Title	Release	Price
All Star Baseball 2002	11/00	$48.95
Armada 2 Exodus	11/00	$48.95
Army Men Air Attack 2	12/00	$49.95
Baldurs Gate II	11/00	$48.95
Bloody Roar	12/00	$48.95
Bomberman 2001	12/00	$48.95
Carrier	12/00	$48.95
Dark Angel Vamp Apoc	11/00	$48.95
Dark Cloud	10/00	$48.95
Dead or Alive 2	10/00	$48.95
Demon Warrior 2	11/00	$48.95
Dinosaur	12/00	$48.95
Draxan	11/00	$48.95
Driving Emotion Type S	10/00	$48.95
Dynasty Warriors 2	10/00	$48.95
Eden	11/00	$48.95
ESPN NBA Tonight	11/00	$48.95
ESPN NFL Prime Time	11/00	$48.95
ESPN X Games Snowbrd	11/00	$48.95
Eternal Blade	12/00	$48.95
[illegible]	[illegible]	[illegible]
Evergrace	10/00	$49.95
Evo Rally	11/00	$48.95
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F1 Champ Season 2K	11/00	$48.95
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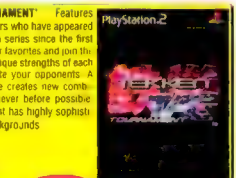
FIFA Soccer 2001	11/00	$49.95
Formula 1 2000	11/00	$48.95
Gallemarc 2	11/00	$48.95
Gallivan	12/00	$48.95
Gauntlet Dark Legacy	11/00	$48.95
Getaway	10/00	$48.95
Giants Citizen Kabuto	11/00	$48.95

Title	Release	Price
Gradius 3 & 4	10/00	$48.95
Gran Turismo 2000	01/01	$48.95
Ground Control	01/00	$48.95
GunGriffon Blaze	10/00	$48.95
Hidden & Dangerous 2	10/00	$48.95
Jungle Book	11/00	$48.95
Kendo	10/00	$48.95
Kessen	11/00	$49.95
Knockout Kings 2001	11/00	$48.95
Legacy Kain Soul Rvr 2	12/00	$48.95
Legion Legend Excalibur	12/00	$48.95
Madden FB 2001	10/00	$49.95
MDK Armageddon	11/00	$48.95
Metal Gear Solid 2	02/01	$48.95
[illegible]	[illegible]	[illegible]
Mobile Suit Gundam	12/00	$48.95
Moto GP	11/00	$48.95
Motor Mayhem	12/00	$48.95
NASCAR 2001	11/00	$48.95

Title	Release	Price
NBA Hoopz	11/00	$48.95
NBA Live 2001	11/00	$48.95
NBA Showtime NBA/NBC	11/00	$48.95
NCAA Final Four 2001	11/00	$48.95
NCAA Game Breaker 2001	11/00	$48.95
NFL Game Day 2001	10/00	$48.95
NHL Hockey 2001	11/00	$49.95
Ninja Gaiden	10/00	$48.95
Off Road Thunder	11/00	$48.95
Oni	11/00	$48.95
Onimusha Warlords	10/00	$48.95
Orphen Scion of Sorcery	10/00	$48.95
Pirates Skull Cove	11/00	$48.95
Popolocrois 3	10/00	$48.95
PSX 2 Dual Shock 2	10/00	$33.95
PSX 2 Horizontal Stand	10/00	$34.95
PSX 2 Memory Card 8M	10/00	$34.95
PSX 2 Multi Tap	10/00	$34.95
PSX 2 Vertical Stand	10/00	$34.95

Title	Release	Price
PSX System 2	10/00	$349.95
Quake III Arena	04/00	$49.95
RayMan 2	11/00	$48.95
Ready 2 Rumble 2	10/00	$48.95
Ridge Racer 5	10/00	$48.95
Road to El Dorado	11/00	$48.95
Roadster Trophy	11/00	$48.95
Shadow of Destiny	12/00	$48.95
Silent Scope	12/00	$48.95
Silpheed Lost Planet	10/00	$48.95
[illegible]	[illegible]	[illegible]
Smugglers Run	11/00	$48.95
Snowboard SuperX	10/00	$49.95
Spy Hunter	11/00	$48.95
Star Trek New Worlds	11/00	$48.95
Star Wars Star Fighter	11/00	$48.95
Street Fighter EX3	10/00	$48.95
Summoner	10/00	$48.95
Swing Away Golf	11/00	$48.95
Tecmo Super Bowl	10/00	$48.95
Tekken Tag Tournament	10/00	$48.95
The Bouncer	01/01	$48.95
The Lost	12/00	$48.95
Theme Park World	10/00	$49.95
Tiger Woods 2001	10/00	$48.95
Time Splitters	11/00	$48.95
Top Gear Dare Devil	11/00	$48.95
Undying	12/00	$48.95
Unreal Tournament	11/00	$48.95
[illegible]	[illegible]	[illegible]
Wild Wild Racing	10/00	$48.95
Wipeout Fusion	11/00	$48.95
World Destrctn Lg Tanks	12/00	$48.95
World is Not Enough	11/00	$48.95
X Squad	10/00	$49.95

'TEKKEN TAG TOURNAMENT' Features more than 30 characters who have appeared throughout the Tekken series since the first arcade game. Pick your favorites and join the fight as you use the unique strengths of each combatant to annihilate your opponents. A special tag team mode creates new combinations of attacking never before possible. Tekken Tag Tournament has highly sophisticated and detailed backgrounds.



Namco (Fighting)
Release:NOW
PSX2
$48.95

PLAYSTATION

Title	Release	Price
Ace Combat 3	03/00	$36.95
Action Man	08/00	$29.95
Alien Resurrection	10/00	$29.95
Alone in the Dark 4	11/00	$39.95
Alundra 2	03/00	$39.95
Anna opines	09/00	$29.95
Arc the Lad Collection	01/00	$78.95
Arena Football	06/00	$39.95
[illegible]	[illegible]	[illegible]
Armorines	05/00	$29.95
Army Men Air Attack 2	09/00	$39.95
Army Men World War	04/00	$39.95
Army Men Sarge s Heroes	02/00	$34.95
Baldur s Gate	09/00	$46.95
Ballistic	09/00	$39.95
Bass Landing 2	09/00	$29.95
Bass Master s Disc TE	10/00	$44.95
Bass Rise	08/00	$39.95
Batman Beyond	10/00	$39.95
Batman Racing	10/00	$39.95
Battleship 2	10/00	$24.95
Battletanx 2	03/00	$39.95
Beast Wars	06/00	$29.95
Bedrock Bowling	10/00	$39.95
Bible	11/00	$39.95
Blade Arts	10/00	$29.95
Blades of Steel 2000	02/00	$29.95
Blaster Master	12/00	$39.95
Bloodlines	08/00	$39.95
Blue s Clues	10/00	$42.95
Breakout	08/00	$24.95
Breath of Fire 4	10/00	$44.95
Brunswick Bowling 2	02/00	$34.95
Buffy Vampire Slayer	09/00	$39.95
Builder s Block	08/00	$29.95
Bust A Groove 2	08/00	$29.95
Buzz Lightyear	10/00	$39.95
Carmageddon 2	09/00	$39.95
Champ Motocross 2K1	09/00	$39.95
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Colin McRae Rally 2	08/00	$42.95
Colony Wars 3 Red Sun	07/00	$39.95
Cool Boarders 2001	11/00	$39.95
Countdown Vampires	08/00	$39.95
Covert Ops Nuclear Dawn	06/00	$39.95
Crash Bash	11/00	$39.95
Crisis Beat	11/00	$39.95
Crusaders Might Magic	03/00	$36.95
Danger Girl	09/00	$39.95
Dave Mirra Free BMX	09/00	$39.95
Destruction Derby Raw	09/00	$32.95
Digimon World	07/00	$39.95
Dino Crisis 2	09/00	$39.95
Dragon Quest 7	02/00	$49.95
Dragon Valor	10/00	$39.95

Title	Release	Price
Driver 2	11/00	$42.95
Duke Nukem Planet Babes	09/00	$39.95
Dukes of Hazzard 2	11/00	$39.95
ECW Anarchy Rules	08/00	$38.95
ESPN MLS Game Night	09/00	$39.95
ESPN X Games Snowboard	11/00	$39.95
Eagle One Harrier Attk	04/00	$39.95
Eternal Eyes	11/00	$39.95
Evil Dead Hail King	10/00	$38.95
F1 Champ Season 2000	10/00	$39.95
F1 World Gran Prix 2K	11/00	$36.95
FIFA Soccer 2001	10/00	$39.95
Fear Effect Retrohelix	10/00	$39.95
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ISS Pro Evolution	07/00	$39.95
Jackie Chan Stuntmstr	03/00	$29.95
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K1 Grand Prix	01/00	$39.95
Knockout Kings 2001	10/00	$39.95
Koudelka	07/00	$39.95
Legend of Dragoon	06/00	$39.95
Legend of Mana	06/00	$39.95
Lunar 2 Eternal Blue	11/00	$62.95
MLB Pennant Race 2001	03/00	$38.95
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MTV Sports Skateboard	09/00	$32.95
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Madden FB 2001	08/00	$39.95
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Medievil 2	05/00	$39.95
Mega Man Legends 2	10/00	$39.95
Micro Maniacs	09/00	$39.95
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NASCAR 2001	09/00	$39.95
NASCAR Heat	10/00	$29.95
NBA Live 2001	10/00	$39.95
NFL Blitz 2001	09/00	$39.95
NFL Game Day 2001	08/00	$38.95

Title	Release	Price
NHL Hockey 2001	09/00	$39.95
Need Speed 5	03/00	$39.95
Nightmare Creatures 2	05/00	$39.95
PGA European Tour Golf	09/00	$39.95
Paper Boy	07/00	$24.95
Parasite Eve 2	09/00	$39.95
Persona 2 Eternal	11/00	$44.95
Polaris SnoCross 2000	09/00	$19.95
RC Revenge	08/00	$32.95
Ray Crisis	09/00	$29.95
RayMan 2	09/00	$29.95
Renegade Racers	05/00	$29.95
Resident Evil Survivor	09/00	$38.95
Rogue Spear	11/00	$39.95
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Roll Cage Stage 2	10/00	$24.95
Romance 3 Kingdoms 6	04/00	$43.95
Roswell Conspiracies	11/00	$39.95
Runabout 2	05/00	$39.95
SaGa Frontier 2	02/00	$39.95
Samurai Showdown Warrior	04/00	$38.95
Sea-Doo HydroCross	10/00	$39.95
Silent Bomber	04/00	$38.95
Silhouette Mirage	01/00	$39.95
Sim Theme Park	03/00	$38.95
Simpsons Wrestling	10/00	$39.95
Smash & Bash	09/00	$39.95
Sno Cross Champ Racing	08/00	$39.95
Snow Speeder	05/00	$39.95
Soulbringer	09/00	$44.95
SpecOps Omega Squad	10/00	$39.95
Spider-Man	08/00	$39.95
Spyro Year of Dragon	10/00	$39.95
Star Trek Invasion	08/00	$38.95
Star Wars Demolition	11/00	$42.95
Star Wars Jedi Pwr Batt	04/00	$42.95
Street Fighter EX2 Plus	06/00	$38.95
Strider 2	08/00	$29.95
Striker Pro 2000	06/00	$29.95

Title	Release	Price
Subbuteo	08/00	$39.95
Super Bike 2001	12/00	$39.95
Super Cross 2000	08/00	$44.95
Sydney 2K Olympics	08/00	$39.95
Syphon Filter 2	03/00	$39.95
TOCA Tour Car Champ 2	05/00	$32.95
Tecmo Deception 3	03/00	$42.95
Tenchu 2	08/00	$39.95
Terracon	09/00	$39.95
Test Drive Cycles	09/00	$39.95
Test Drive Le Mans	06/00	$34.95
Test Drive Rally Mstr	09/00	$29.95
Threads of Fate	07/00	$36.95
[illegible]	[illegible]	[illegible]
Tiger Woods 2001	11/00	$39.95
Tiggers Honey Hunt	09/00	$39.95
Time Crisis 2	09/00	$46.95
Tomb Raider 5	11/00	$39.95
Tony Hawks Pro Skatr 2	09/00	$39.95
Tornado The Last Hope	11/00	$44.95
Tyco R/C Smash & Bash	08/00	$29.95
Ultimate Fight Champ	10/00	$42.95
Vagrant Story	05/00	$39.95
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Vampire Hunter D	09/00	$42.95
Vanark	04/00	$29.95
Vanguard Bandits	06/00	$39.95
Vanishing Point	10/00	$39.95
Vapor TRX	11/00	$39.95
Vegas Games 2001	10/00	$36.95
WCW 2001	10/00	$39.95
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WWII Operation Overlord	11/00	$42.95
War Final Assault	09/00	$39.95
Warriors Might & Magic	11/00	$44.95
Who Wants Be Millionaire	06/00	$39.95
Wild Arms 2	05/00	$39.95
World Destrctn Lg Tanks	09/00	$39.95
World is Not Enough	11/00	$39.95
Worms Pinball	07/00	$29.95

'LUNAR 2: ETERNAL BLUE' Join Hiro & Ruby as they try to unlock the secrets of the Blue Spire & the strange young girl within it. Meet new characters, fight monsters, climb mountains & crawl through dungeons as you continue your quest to defeat the evil Zophar!

Working Designs (Roleplaying)
Release: 12/00
PSX
$59.95

Hot Deals!

Marvel Vs Capcom 2 PS	$18.95		
War Gods	N64	$19.95	
Man in Black	GB	$19.95	
Alien Trilogy	PS	$19.95	

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or call 1-800-600-4263
Source Code 17360

GAMEBOY COLOR

Title	Release	Price
3D Ultra Pinball	12/00	$28.99
Air Force Delta	09/00	$28.99
Aladdin	08/00	$28.99
Alice in Wonderland	09/00	$28.95
Alone in the Dark 4	10/00	$28.95
Animorphs	10/00	$28.95
Armada F/X Racers	08/00	$28.95
Army Men Sarges Hero 2	11/00	$28.99
Arthur s Fun Day	09/00	$28.95
Austin Powers 1	09/00	$28.95
Batman Beyond	10/00	$28.99
Battle Tanx	03/00	$22.99
[illegible]	[illegible]	[illegible]
Blade	11/00	$28.95
Buster Master Boy	09/00	$28.95
Bomberman MAX Blue	05/00	$28.99
Bomberman MAX Red	05/00	$28.99
Buffy Vampire Slayer	09/00	$28.95
Bugs Bunny 4	07/00	$28.95
Bust a Move Millenium	10/00	$28.95
Buzz Lightyear	11/00	$28.95
Cannon Fodder	11/00	$26.95
Carmageddon	06/00	$28.99
Championship Motocross	09/00	$29.95
Cinderella	09/00	$28.95
Croc 2	11/00	$28.99
Cruisin' Exotica	10/00	$28.95
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CyberTiger Golf	10/00	$28.95
Dave Mirra Free BMX	11/00	$28.99
Dino Crisis	08/00	$28.99
Disney World Racing	11/00	$28.99
Donald Duck	10/00	$28.95
Donkey Kong Country 2	11/00	$28.99
Dragon Tales	10/00	$28.95
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Dragon Warrior Monster	02/00	$28.99
Driver	05/00	$28.99
Dukes of Hazzard	11/00	$28.95
ECW Anarchy Rulez	11/00	$28.95
ESPN NBA Tonight	11/00	$28.99
FIFA Soccer 2001	11/00	$28.99
Force 21	11/00	$28.99
Frogger 2	09/00	$29.95
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Kirby Tilt n Tumble	01/00	$32.99
LEGO Racers	09/00	$28.95
Legend River King 2	09/00	$28.99
Legend Zelda Fruit Tree	11/00	$32.99
Lemmings Revolution	08/00	$28.95
Lil Monster	09/00	$28.95
Lion King 2	12/00	$28.95
Little Mermaid Pinball	09/00	$32.95
Looney Tunes Alert!	09/00	$28.95
M&M s Minies Madness	10/00	$28.95
MTV Sports Skateboard	08/00	$28.99
Madden FB 2001	10/00	$28.95
Mario Tennis	01/00	$28.99
Mega Man X	11/00	$28.95
Metal Gear Solid	05/00	$28.95
Mission Impossible	03/00	$28.99
Monster Rancher Bttle Crd	04/00	$28.99
NASCAR 2000	07/00	$28.99
NBA Live 2000	09/00	$28.99
NFL Blitz 2001	08/00	$28.95
Perfect Dark	09/00	$28.95
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Pokemon Pinball	07/99	$28.95
Pokemon Red	05/99	$27.95
Pokemon Silver	10/00	$29.95
Pokemon Yellow	10/99	$27.95
Polaris SnoCross 2000	09/00	$28.95
Q-Bert	09/00	$24.95
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Road Champs BSX	12/00	$28.95
Road Rash	10/00	$28.95
Road Runner	10/00	$28.99
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Rush 2049	09/00	$28.95
SF Alpha Warriors Dream	04/00	$28.99
Sea-Doo HydroCross	10/00	$28.95
Sleeping Beauty	08/00	$28.99
South Park Rally	08/00	$28.99
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Test Drive 2001	10/00	$29.95
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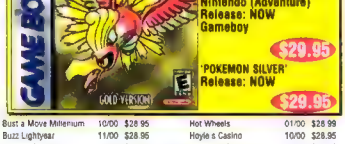
Towers Lord Bantiff	08/00	$28.99
Toy Story 2	01/00	$28.99
WCW Mayhem	05/00	$22.99
WWF No Mercy	10/00	$28.95
Wacky Races	09/00	$28.95
Wario Land 3	07/00	$28.99
Warlocked	07/00	$28.99
Warriors Might & Magic	11/00	$28.99
World s Not Enough	10/00	$28.99
Worms Armageddon	01/00	$28.99
X Men Mutant Wars	11/00	$28.95



'POKEMON GOLD' Red, Blue, Yellow and now GOLD!!! With over 250 Pokemon including the original 150. Each Pokemon leads to more variation so collect the critters and fight it out.
Nintendo (Adventure)
Release: NOW
Gameboy
$29.95

'POKEMON SILVER'
Release: NOW
$29.95

DREAMCAST

Title	Release	Price
4x4 Evolution	10/00	$39.95
Bang! Gunship Elite	11/00	$46.95
Chu Chu Rocket	03/00	$29.95
[illegible]	[illegible]	[illegible]
D 2	08/00	$44.95
Dave Mirra Free BMX	11/00	$44.95
Dead or Alive 2	03/00	$39.95
Ecco the Dolphin	08/00	$39.95
Evil Dead Hail King	10/00	$44.95
Grandia 2	12/00	$48.95
Jet Grind Radio	10/00	$46.95
Kengo Master Bushido	12/00	$48.95
King Fighters Evolution	09/00	$46.95
Legend of Blade Masters	01/00	$39.95
MDK 2	04/00	$39.95
MTV Sports Skateboard	09/00	$46.95
Marvel Vs Capcom 2	06/00	$42.95
Mat Hoffmans Pro BMX	02/00	$44.95
Metropolis Street Racer	11/00	$48.95
Phantasy Star Online	12/00	$49.95
Power Stone 2	08/00	$44.95
Resident Evil Code Veron	03/00	$44.95
SF3 Third Strike	09/00	$44.95
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Sea Man Forbidden Pet	08/00	$52.95
Sega GT	08/00	$39.95
Sega Marine Fishing	10/00	$39.95
Sega Sports NBA 2K1	10/00	$49.95
Sega Sports NFL 2K1	09/00	$49.95
Sega Sports NHL 2K	02/00	$46.95
Shenmue	11/00	$46.95
Skies of Arcadia	11/00	$46.95
Smash & Bash	11/00	$42.95
Sonic Shuffle	11/00	$46.95
Space Channel 5	06/00	$36.95
Spec Ops Omega Squad	10/00	$44.95
Star Trek New Worlds	10/00	$46.95
Star Wars Jedi Pwr Batt	10/00	$42.95
Streetfighter Alpha 3	05/00	$38.95
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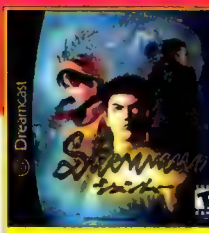
Tokyo Extreme Racer 2	09/00	$46.95
Tomb Raider 5	11/00	$44.95
Tony Hawks Pro Skatr 2	11/00	$44.95
Ultimate Fight Champ	09/00	$46.95
Virtua Tennis	07/00	$39.95
WWF Royal Rumble	08/00	$44.95
World Series BB 2001	07/00	$48.95
Worldwide Soccer 2K	09/00	$44.95



'SHENMUE' Transports you back to Japan, circa 1986. You are Ryo, a young man trying to solve the mystery of his father s death. Shenmue offers a true living world, where characters exist on thier own timelines, and almost all objects can be manipulated and used. Interact with hundreds of characters and solve a mynad of puzzles. It s epic storytelling at it s best, and it s only on the Sega Dreamcast.

Sega (Roleplaying)
Release: NOW
Dreamcast
$49.95

'SEGA SPORTS: NFL 2K1' With the built-in modem, you and up to three friends can play against a cross-country rival with up to three lackies. The game is packed with new moves, better defense, increased realism and more modes of play, like a stiff arm shot straight to your ribcage.

Sega (Sports)
Release: NOW
Dreamcast
$49.95

Coming Soon!

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Aldyn Chronicles	N64	$39.95
Deadly Pursuit	SD	$44.95
Pokemon Puzzle ChingGB		$28.95

ROLE PLAYING

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AD&D 3rd Ed Monster	10/00	$16.95
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Cyberpunk 2020	05/95	$17.95
Deadlands Rulebook	10/97	$24.95
Dragonlance 5th Age	09/96	$21.95
Earthdawn	06/95	$17.95
Fading Suns	02/97	$19.95
Hell on Earth Rulebook	12/98	$26.99
Mage 2nd Ed	02/95	$24.95
MERP 2 Softcover	10/95	$19.95
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Pendragon 4th Ed	05/95	$24.95
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1864 Year of Decision	07/00	$29.95
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Bohnanza	09/00	$11.95
Cornbat! Stalingrad	08/00	$46.95
Financiers & Sharks	05/00	$29.99
Galacia & Tannenberg	01/00	$36.99
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Top 10 Games That Will Never Be Made

1. Election! The Musical: The Video Game
2. Army Men: Hogan's Heroes
3. Sims Trailer Park Edition
4. Family Food
5. Razor Scooter Drunk Driver
6. Streetcar Named Desire: The RPG
7. Capcom vs. Gran Turismo
8. The Bible on PS2
9. Mr. Driller's Operation
10. Braveheart's Scottish DDR

THE PS2'S 15 MINUTES OF INFAMY

The PlayStation 2 shortage is raging, and people want to know the truth about it. We scoured the planet to hear what theories people dreamt up and how likely we at *OPM* think they are.

Theory #1: The GT3 Revolution

[illegible]

Theory #2: Online Auctions Become the Rage!

[illegible]

Theory #3: Sony's 15 Minutes

[illegible]

Theory #4: Fox Mulder Did It

[illegible]

Theory #5: Xbox Undercover

[illegible]

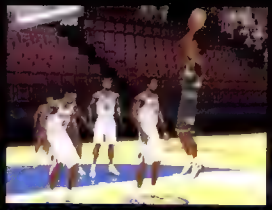
"To meet **the demand it created**, Sony set up the PlayStation 2 manufacturing facility, which is **located in a one-car garage** in suburban Tokyo. There, the PlayStation 2 work force, which consists of 92-year-old Wokohito Mumuwama and his 89-year-old wife, Blanche, has been **making PlayStation 2 units as fast as they can**, considering they must assemble all **123,972** parts by hand, and their **candles keep blowing out.**"

Dave Barry, syndicated column, Nov. 26, 2000

OPM'S COMIC STRIP

989's Final Four's award-winning collision is always good for a chuckle

The mad phat pump-fake works like a charm on DePaul's duped defenders.



Which means they both land while Mizzou's guard pops a shot.

Oh, but what's this? DePaul's grounded baller seems to have taken a vicious ghost

He lies down, shamelessly shaved, but not really shoved at all. 989 strikes again!

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Final Fantasy VII Strategy
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Tomb Raider II Strategy
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☐ **Issue 5/February 1998** **$10**
Alundra Strategy
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Crash Bandicoot Strategy
Demo Disc playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

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☐ **Issue 10/July 1998** **$7.99**
playables: Gran Turismo, Tombal, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer **non-playables:** NFL Xtreme, MLB 99, Tekken 3

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playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance **non-playables:** Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

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Tony Hawk's Pro Skater
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Demo Disc playables: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

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Soul Reaver 2
Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

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Star Wars
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Everything you wanted to know about PS2
Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

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Crash Bash
Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's the Emperor's New Groove

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Gran Turismo 3
Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

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NEXT MONTH...

March 2001
On sale Feb. 13

OFFICIAL U.S. PlayStation MAGAZINE

Exclusive first look at the next wave of extreme sports titles from EA Sports. Watch out for some cool games including the sequel to a certain PS2 snowboarding game.

EA SPORTS BIG

Editorial content subject to change

ELECTRONIC GAMING MONTHLY

February 2001
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Old franchises don't die easily. In fact, they're resurging with a vengeance on the PS2. Games such as WipeOut, Tomb Raider, Twisted Metal, Tekken and Ridge Racer had lost some of their luster. EGM's show you how and why they're making a run to regain their crown. Everything is indeed new again. Also, in the spirit of the holidays, we urge you to support your favorite games by picking up the next issue so you can get that coveted trophy at the EGM's Reader's Choice Awards.

- Special Exclusive [illegible]
- More pictures and information on Tunguska, PlayStation 2
- Kurnoa 2 Preview for PlayStation
- Lunar 2: Eternal Blue Complete Review for PlayStation
- Grandia II Review for Dreamcast
- Capcom vs. SNK Review for Dreamcast
- Breath of Fire V Review for PlayStation

EXPERT GAMER

February 2001
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The hits just keep on coming, or something like that, as XG rolls on into 2001. First, they bust out **Jet Grind Radio**, Sega's must-have hybrid of skating and mayhem [illegible] **Driver 2** [illegible] guides for **Banjo-Tooie**, **Capcom vs. SNK** and **SmackDown! 2: Know Your Role**. Throw the phrases [illegible]

- [illegible]
- [illegible]
- [illegible]
- [illegible]
- [illegible] Breakdown

Only through unyielding courage can a warrior overcome those obstacles which at first appear overwhelming.

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PlayStation 2

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